The Complete Guide and Reference to EE Modding

We all like making scenarios. But sometimes you just can't find a unit that will work well for a ce
can help you make a more realistic and customized scenario. Some people may find modding c
tricky programming or math is involved at all.

There are some tools you'll need to mod EE's textures. All of these are available in EE Heaven':

EE Studio	This program is absolutely essential. It contains utilities for deco converting your finished textures back to Empire Earth's formats
Wolfie's Multi Decompressor	This is not required, but it can save you a lot of time if you want
TgaTool2	Very handy program that allows you to edit the alpha channel of certain parts of a unit invisible, for example.
Image-Editing Program	Not available in the download, you'll have to find one you like yo to Photoshop or Paint.NET.
Wolfie's Image Slicer	Can save you some work if you need to mod the ground texture

Download here.
The download comes with some other tools, but the above three are the only ones I really use.

If this is your first time downloading these tools, you should open up EE Studio. Make a folder y
it in D:/Sierra/Empire Earth Mods. Go back to EE Studio and click the button that says 'SSA Ext
Empire Earth folder is the file 'data.ssa.' It should probably be at the example path listed by the

The next thing the prompt will ask for is where to extract the stuff to. For this, type the path to th
Studio will extract all the individual files from the 'data.ssa' file.

Now you can get right into modding. First, you need to know what unit you want to make. You'r
 I can't help you with that ;).

Second, open Empire Earth and go to the scenario editor. If you've never used the scenario edi
with a picture of a guy on a horse. Click that. This gives you a screen that lists all the units in th
of the guide for more details). At the top of this window, you'll see more buttons that look like dif
units are displayed - Land, Naval, Air, etc.

Find the right category for the mod you'll be making. Now you need to find out what unit you sho
go through all the units, placing any that look similar to what you want on the map. When you're
to some online photos of what you want to make. Once you've figured out which unit to mod, tal
in the upper right of your keyboard. Exit EE, and paste the screenshot into your image-editing p

This is where the chart you'll find below comes in handy. Mostly, the naming conventions for uni
like 'air_a10_10t.sst' is the A-10 Warthog. However, a lot of the names make less sense, for exa
men_heavy_05t.sst,' of course. Here's a quick guide to the naming conventions:

File Extensions

.SST and .TGA	These are image files. The can be anything from textures to bu
.CEM	These are model files - they contain the geometry of all the EE u no way to mod these.
.WAV	These are sound files - they can be easily replaced with anothei internet.
.TAI	These are the unit AI files - decompress and edit in Notepad or '

For unit texture files, always .SSTs, the name has a prefix that specifies what type of unit it textu
the unit's name, or some name the developers though would describe it well. After that is a two-
epoch this unit can be built in (the Atomic epochs are combined into one number - 10). These n
at the end simply stands for 'texture.'

Because some of the units' names are less-than obvious, knowing the naming conventions migh
the unit you want on the chart below to find it's filename.

Whatever way you did it, you should now have the file name of the texture you want to mod. Go
Decompressor.' For the input file, find the filename you just found above. For output, just go up
Hit 'decompress.' Finally, go to the Textures tab in EE Studio. Open the texture you just decomp
screen, make sure it looks like the one you want. Press 'Save .SST to .TGA," and type a name

Now, open the TGA in your editor, and get editing! The screenshot you took earlier will help you
which parts of the model. Now it's up to you to redraw the texture. You can do this a number of
internet and cut and paste parts from it, or just draw it yourself.

However you do it, once you're done changing the texture, save it as a TGA. If necessary, you c
TGATool2. The alpha channel controls which parts of the texture appear and which don't. It is r
parts are more transparent, lighter parts are more solid. This can be useful for changing a unit's
the alpha channel, open TGATool2. Go to File->Load and load the TGA you just saved. Then, g
Change the alpha channel how you wish, then save it. Go back to TGATool and save the TGA.

Now go back to EE Studio, click the Textures tab, and press 'Convert TGA to SST.' Find the TG/
with the same name as the original SST, but in the Sierra/Empire Earth/Data/Textures folder. Nc
will be loaded instead of the original one in the Data.ssa file. Congratulations, you've completed

So here's a summary for you to use as you make more mods:
1.) Use the Scenario editor to find a unit with shape similar to that of the one you want to create.
2.) Find the texture for the unit you found, using the chart below. Use EE Studio to decompress
3.) Edit the TGA using an image-editing program, then, if necessary, edit the alpha channel with
4.) Use EE Studio to convert the TGA back to an SST, and place it in the Empire Earth/Data/Tex

Please keep in mind that this is an ever-growing database of all information about these textures
or if I have recorded something wrong, please post and help improve this database. Credit will b

UNIT NAME	EPOCH(s)	TEXTURE FILENAME
Air Units		
A-10 Anti-Tank		air_a10_10t.sst
Albatros D.V. Fighter		air_albatross_10t.sst
Apollo		gun_apollo_13t.sst
Ares		gun_tempest_13t.sst
Ares II		gun_tempest_14t.sst
Avenger Fighter/Bomber		air_f66_11t.sst
B-122 Wyvern Bomber		air_bomber_12t.sst
B-17 Bomber		air_b17_10t.sst
B-2 Bomber		air_b2_11t.sst
B-29 Bomber		air_b29_10t.sst

B-52 Bomber	air_b52bomber_10t.sst
C-47 Cargo Plane	air_c47_10t.sst
Corsair Fighter/Bomber	air_corsair_10t.sst
Eagle	amb_eagle_00t.sst
F-117 Fighter/Bomber	air_f117a_10t.sst
F-14 Fighter/Bomber	air_f14_10t.sst
F-15 Fighter	air_f15_10t.sst
F-80 Fighter/Bomber	air_shootingstarf80_10t.sst
F-86 Fighter	air_f-86sabre_10t.sst
FW190 Fighter	air_fw190_10t.sst
Fokker Fighter/Bomber	air_fokker_10t.sst
Gotha Bomber	air_gotha_10t.sst
Heinkel Bomber	air_he111_10t.sst
Helicopter Anti-Tank	air_apache_10t.sst
Helicopter Gunship	air_mghelicopter_10t.sst
Helicopter Transport	air_transport_12t.sst
Hot Air Balloon	air_balloon_09t.sst
Jackal Fighter	air_fightertwo_11t.sst
ME109 Fighter/Bomber	air_me109_10t.sst
ME110 Bomber	air_me110_10t.sst
ME262 Fighter/Bomber	air_me262_10t.sst
MiG-15 Fighter	air_mig15_10t.sst
Nebula Fighter	air_fighterone_11t.sst
Observation Balloon	air_observationballoon_09t.sst
P-38 Lightning	air_p38_10t.sst
P-51 Fighter	air_p51_10t.sst
Pegasus Transport	air_chinook_10t.sst
Phoenix Fighter/Bomber	air_fighterone_12t.sst
Reaper Gunship	air_helicoptermgun_12t.sst
Red Baron	air_redbaron_10t.sst
Sea King	air_antisub_10t.sst
Sea King II	air_antisubhelicopter_12t.sst
Sopwith Fighter	air_sopwith_10t.sst
Sopwith Triplane	air_sopwithtriplane_10t.sst
Spectre AT Helicopter	air_helicopter_11t.sst
Spitfire Fighter	air_spitfire_10t.sst
Talon Fighter/Bomber	air_fightertwo_12t.sst
Titan Bomber	air_nanobomber_12t.sst
Typhoon Anti-Tank	air_typhoon_10t.sst
UFO	air_ufo_13t.sst
Apollo II	gun_apollo_14t.sst

Naval Units

Battleship - Agincourt	nav_agincourt_09t.sst
Battleship - Bismark	nav_bismarck_10t.sst
Battleship - Bronze	nav_trireme_04t.sst
Battleship - Byzantine	nav_septireme_05t.sst
Battleship - Copper	nav_galley_03t.sst
Battleship - Dreadnought	nav_dreadnought_10t.sst
Battleship - Imperial	nav_henri_08t.sst

Battleship - Leviathan	nav_battleship_12t.sst
Battleship - Middle Ages	nav_decereme_06t.sst
Battleship - Renaissance	
Battleship - Royal	nav_victory_09t.sst
Carrier - Enterprise	nav_carrier1_10t.sst
Carrier - Nexus	nav_carrier_14t.sst
Catapult Ship	nav_catapult_06t.sst
Catapult Ship - Bronze	nav_catapult_04t.sst
Cruiser - Dardo	nav_dardocruiser_11t.sst
Cruiser - Gunboat	nav_aagunboat_08t.sst
Cruiser - Sagittarian	nav_nanodardocruiser_11t.sst
Dolphin	amb_dolphin_00t.sst
Fish	amb_fishiest.sst
Fishing Boat - Bronze	nav_fishingboat_04t.sst
Fishing Boat - Digital	nav_fishingboat_11t.sst
Fishing Boat - Imperial	nav_fishingboat_08t.sst
Fishing Boat - Trawler	nav_fish_10t.sst
Fishing Raft	nav_fish_02t.sst
Frigate - Bronze	nav_pentekontar_04t.sst
Frigate - Byzantine	nav_pentekontar_05t.sst
Frigate - Copper	nav_copperfrigate_03t.sst
Frigate - Good Hope	nav_goodhope_10t.sst
Frigate - Imperial	nav_henrifrigate_08t.sst
Frigate - Juggernaut	nav_destroyer_12t.sst
Frigate - Middle Ages	nav_deceremefrigate_06t.sst
Frigate - Renaissance	nav_frigate_07t.sst
Frigate - Royal	nav_victoryfrigate_09t.sst
Frigate - Warrington	nav_warrington_10t.sst
Galleon - Imperial	nav_fireboat_08t.sst
Galleon - Renaissance	nav_fireboat_07t.sst
Galleon - Royal	nav_fireboat_09t.sst
Galley - Bronze	nav_fireboat_04t.sst
Galley - Byzantine	nav_fireboat_05t.sst
Galley - Copper	nav_fireboat_03t.sst
Galley - Middle Ages	nav_fireboat_06t.sst
Golden Hind	nav_goldenhind_07t.sst
Iceberg1	amb_iceberg4t.sst
Iceberg2	amb_iceberg4t.sst
Iceberg3	amb_iceberg4t.sst
Iceberg4	amb_iceberg4t.sst
Icefloat1	amb_iceformationone_00t.sst
Icefloat2	amb_iceformationone_00t.sst
Icefloat3	amb_iceformationone_00t.sst
Icefloat4	amb_iceformationone_00t.sst
Naval Mine	nav_navalmine_10t.sst
Shark	amb_sharkt.sst
Sub - Hammerhead	nav_sub4_12t.sst
Sub - Nautilus	nav_sub3_11t.sst
Sub - Trident	nav_sub2nuc_10t.sst
Sub - Triton	nav_sub5nuc_12t.sst
Sub - U-Boat	nav_sub1_10t.sst

Transport - Atomic		nav_transport_10t.sst
Transport - Bronze		nav_transport_05t.sst
Transport - Copper		nav_transport_03t.sst
Transport - Gargantua		nav_transport_12t.sst
Transport - Imperial		nav_carrackmedium_07t.sst
Transport Raft		nav_transport_02t.sst
War Raft		nav_boat_02t.sst
Carrack		nav_carrack_07t.sst
Carrack Frigate		nav_carrackfrigate_07t.sst
Cruiser		nav_cruiser_10t.sst
Cruiser		nav_cruiser_11t.sst

Buildings

88mm AA Gun		gun_80mmaa_10t.sst
AA Missile Tower		gun_aaskywatcher_11t.sst
Airport	Atomic	bld_airfield_10t.sst
	Digtal, Nano	bld_airfield_12t.sst
Arc Lamp		
Archery Range	Copper, Bronze	bld_archery_03t.sst
	Dark, Middle	bld_archery_05t.sst
	Renaissance +	bld_archery_07t.sst
Barbed Wire		bld_brbwire_10t.sst
Barracks	Prehistoric, Stone	bld_barracks_01t.sst
	Copper, Bronze	bld_barracks_03t.sst
	Dark	bld_barracks_05t.sst
	Middle, Renaissance	bld_barracks_06t.sst
	Imperial, Industrial	bld_barracks_08t.sst
	Atomic	bld_barracks_10t.sst
	Digital, Nano	bld_barracks_12t.sst
Buckingham Palace		bld_buckinghampalace_10t.sst
		bld_buckinghamwng_10t.sst
		bld_buckinghamwng2_10t.sst
Camera Marker		
Capitol	Prehistoric	bld_towncenter_02t.sst
	Stone	bld_towncenter_02t.sst
	Copper	bld_towncenter_03t.sst
	Bronze, Dark	bld_towncenter_04t.sst
	Middle, Renaissance	bld_towncenter_06t.sst
	Imperial, Industrial	bld_towncenter_08t.sst
	Atomic	bld_towncenter_10t.sst
	Digital, Nano	bld_towncenter_12t.sst
Capitol Preventor (invisible)		
Castle Keep		bld_sp_castle_06t.sst
Castle Tower		
Castle Wall - Left		
Castle Wall - Right		
Church		
Coliseum		bld_colosseum_05t.sst
Computer Panel		bld_computers_00t.sst
Cyber Factory		bld_mechfactory_11t.sst

Cyber Laboratory		bld_advmechfac_14t.sst
Dock	Stone, Copper	bld_dock_02t.sst
	Bronze, Dark	bld_dock_04t.sst
	Middle, Renaissance	bld_dock_06t.sst
	Imperial, Industrial	bld_dock_08t.sst
	Atomic	bld_dock_10t.sst
	Digital, Nano	bld_dock_14t.sst
Eiffel Tower		bld_eiffeltower_09t.sst
Espionage Headquarters		bld_radardish_10t.sst
Farm		bld_farm1_03.sst
		stalk01.sst
Flag 1		
Flag 2		
Flare 1		
Flare 2		
Fortress	Copper	bld_fortress_03t.sst
	Bronze, Dark	bld_fortress_04t.sst
	Middle, Renaissance	bld_fortress_06t.sst
	Imperial, Industrial	bld_fortress_08t.sst
	Atomic	bld_fortress_10t.sst
	Digital, Nano	bld_fortress_12t.sst
Gate - Bronze		bld_gates_04t.sst
Gate - Concrete		bld_gates_10t.sst
Gate - Copper		bld_gates_02t.sst
Gate - Imperial		bld_gates_08t.sst
Gate - Laser		bld_nanowallsets_14t.sst
Gate - Medival		bld_gates_06t.sst
Granary	Copper	bld_granary_03t.sst
	Bronze, Dark	bld_granary_04t.sst
	Middle - Industrial	bld_granary_06t.sst
	Atomic	bld_granary_08t.sst
	Digital, Nano	bld_granary_11t.sst
Granary - Improved		
Greek Ruins		
Hospital	Copper	bld_hospital_03t.sst
	Bronze, Dark	bld_hospital_04t.sst
	Middle - Imperial	bld_hospital_06t.sst
	Industrial	bld_hospital_09t.sst
	Atomic	bld_hospital_10t.sst
	Digital, Nano	bld_hospital_11t.sst
House		---
House - Asian		bld_asianhouse_06t.sst
House - Atomic		bld_house_10t.sst
House - Bronze		bld_house_04t.sst
House - Copper		bld_house_03t.sst
House - Dark		bld_house_05t.sst
House - Digital		bld_house_11t.sst
House - Imperial		bld_house_08t.sst
House - Industrial		bld_house_09t.sst
House - Middle Ages		bld_house_06t.sst
House - Nano		bld_house_12t.sst

House - Prehistoric		bld_house_01t.sst
House - Renaissance		bld_house_07t.sst
House - Stone		bld_house_02t.sst
Impassable Tile		
Ishtar Gates		bld_ishtargate_03t.sst
Library of Alexandria		bld_library_03t.sst
Lighthouse		bld_lighthouse_10t.sst
Minaret		
Missile Base	Atomic	bld_missilebase_10t.sst
	Digital, Nano	bld_missilebase_12t.sst
Mosque		bld_bluemosque_04t.sst
		bld_mosque_04t.sst
Naval Yard	Atomic	bld_naval_10t.sst
	Digital, Nano	bld_navalyard_14t.sst
Orthodox Church		bld_orthodoxchurch_06t.sst
Pagoda		bld_asianpagoda_06t.sst
Pharos Lighthouse		bld_lighthouse_04t.sst
Pillbox		bld_pillbox_10t.sst
Portable Computer		amb_portablecomputer.sst
RADAR Center		bld_radardish_10t.sst
Settlement	Prehistoric	bld_settlement_01t.sst
	Stone	bld_towncenter_02t.sst
	Copper	bld_towncenter_03t.sst
	Bronze, Dark	bld_towncenter_04t.sst
	Middle, Renaissance	bld_towncenter_06t.sst
	Imperial, Industrial	bld_towncenter_08t.sst
	Atomic	bld_settlement_10t.sst
	Digital, Nano	bld_towncenter_12t.sst
Siege Factory	Bronze, Dark	bld_siege_04t.sst
	Middle	bld_siege_04t.sst
	Renaissance - Industrial	bld_siege_07t.sst
	Atomic	bld_siege_10t.sst
	Digital, Nano	bld_siege_11t.sst
Stable	Copper, Bronze	bld_stable_03t.sst
	Dark, Middle	bld_stable_05t.sst
	Renaissance - Industrial	bld_stable_07t.sst
Statue - Buddha		bld_goldenbuddah_06t.sst
Statue - Moai		amb_statuemoai_01t.sst
Statue - Mounted		amb_statuehorseman_08t.sst
Statue - Nike		amb_statuenike_03t.sst
Statue - Olmec		amb_statueolmec_01t.sst
Tank Barrier		bld_tankbarrier1_10t.sst
Tank Factory	Atomic	bld_tankfactory_10t.sst
	Digital, Nano	bld_tankfactory_12t.sst
Temple	Stone, Copper	bld_temple_02t.sst
	Bronze, Dark	bld_temple_04t.sst
	Middle - Industrial	bld_temple_06t.sst
	Atomic	bld_temple_09t.sst
	Digital, Nano	bld_temple_14t.sst
Temple of Zeus		bld_thetempleofzeus_04t.sst
Tent		amb_tent_10t.sst

Time Machine		bld_wonder16_12t.sst
Tower - Bronze		bld_bronzewallsets_04t.sst
Tower - Concrete		bld_atomicwallsets_10t.sst
Tower - Copper		bld_stonewallsets_02t.sst
Tower - Imperial		bld_imperialwallsets_08t.sst
Tower - Laser		bld_nanowallsets_14t.sst
Tower - Medival		bld_middlewallsets_06t.sst
Tower - Primitive		bld_tower_01t.sst
Tower of Babylon		bld_thebabylontower_04t.sst
Tower of London		bld_toweroflondon_06t.sst
Town Center	Prehistoric	bld_towncenter_02t.sst
	Stone	bld_towncenter_02t.sst
	Copper	bld_towncenter_03t.sst
	Bronze, Dark	bld_towncenter_04t.sst
	Middle, Renaissance	bld_towncenter_06t.sst
	Imperial, Industrial	bld_towncenter_08t.sst
	Atomic	bld_towncenter_10t.sst
	Digital, Nano	bld_towncenter_12t.sst
University	Copper	bld_university_03t.sst
	Bronze, Dark	bld_university_04t.sst
	Middle, Renaissance	bld_university_06t.sst
	Imperial - Atomic	bld_university_08t.sst
	Digital, Nano	bld_university_11t.sst
Wall - Bronze		bld_bronzewallsets_04t.sst
Wall - Concrete		bld_atomicwallsets_10t.sst
Wall - Copper		bld_stonewallsets_02t.sst
Wall - Imperial		bld_imperialwallsets_08t.sst
Wall - Laser		bld_nanowallsets_14t.sst
Wall - Medival		bld_middlewallsets_06t.sst
Scaffolding - Wooden	Copper - Industrial	bld_scaffolding03t.sst
Scaffolding - Modern	Atomic	bld_scaffolding09t.sst
Scaffolding - Future	Digital, Nano	bld_scaffolding11t.sst
Foundations		amb_foundationt.sst
Volcano		volcano.tga
Mine Shaft		bld_minet.sst

Heroes

Achilles	men_achilles_04t.sst
Alexander the Great	men_alexander_04t.sst
Alexi Septimus	men_futureherotwo_14t.sst
Black Prince	men_blackprince_06t.sst
Black Robe Officer	men_blackrobeofficer_11t.sst
Charlemagne	men_charlemagne_05t.sst
Cyborg Molotov	men_futureheroone_14t.sst
DeVerran	men_pershing_10t.sst
Dennis St. Albans	men_macarthur_10t.sst
Duke of Wellington	men_wellington_09t.sst

El Cid	men_elcid_06t.sst
Elizabeth I	men_elizabeth_09t.sst
Erwin Rommel	men_rommel_10t.sst
German Officer	men_rommel_10t.sst
Gilgamesh	men_gilgamesh_03t.sst
Grigor Stoyanovich	men_grigor_11t.sst
Hannibal	men_hannibal_04t.sst
Hauptmann Durer	men_hauptmanndurer_10t.sst
Henry V	men_henryv_07t.sst
Hierakles	men_hierakles_04t.sst
Isabella of Castile	men_isabella_07t.sst
Julius Caesar	men_caesar_05t.sst
Manfred von Richthofen	men_richthofen_10t.sst
Molly Ryan	men_futureheroone_13t.sst
Napoleon	men_napoleon_09t.sst
Oliver Cromwell	men_cromwell_08t.sst
Otto von Bismark	men_ottovonbismark_09t.sst
Pericles	men_pericles_04t.sst
Prophet Durer	men_hauptmanndurer_10t.sst
RW Bresden	men_bresden_10t.sst
Richard the Lionheart	men_richard_06t.sst
Sargon of Akkad	men_sargon_03t.sst
Sergei Molotov	men_futureherotwo_13t.sst
Tariq	men_tariq_06t.sst
The Pope	men_pope_05t.sst
Travis Shackelford	men_patton_10t.sst
William on Foot	men_shortsword_04t.sst
William the Conqueror	men_william_06t.sst
Elvis	men_elvis_10t.sst

Ground Units

120mm AT Gun	gun_120mmat_10t.sst
57mm AT Gun	gun_2manartillery_10t.sst
A7V Tank (AP)	gun_sturm_10t.sst
Arquebus	men_arquebus_07t.sst
Artifact	amb_artifactt.sst
Artillery	gun_artillery_10t.sst
Ashikagu Arquebus	men_ashigaruarquebus_06t.sst
Ballista	gun_ballista_04t.sst
Barbarian	men_hector_04t.sst
Basilisk	gun_siegecannon_09t.sst
Bazooka	men_bazooka_10t.sst
Black Robe	men_darkinquisitor_11t.sst
Bombard	gun_mortar_08t.sst
British Infantry	men_britishinfantry_08t.sst
Bronze Cannon	gun_bronze_09t.sst
Bronze Cavalry	men_bronzecavalry_04t.sst
Canine Scout	men_caninescout_00t.sst
Carabineer	men_cuirassier_07t.sst
Cargo Truck	gun_trucktransport_10t.sst

Cataphract		men_heavy_05t.sst
Catapult		gun_catapult_04t.sst
Cavalry Archer		men_cavarcher_04t.sst
Centurion Tank		gun_tankone_11t.sst
Chariot Archer		men_chariot_04t.sst
Chicken		amb_chicken_00.sst
Child	Prehistoric - Copper	men_childcitizen_02t.sst
	Copper - Dark	men_childcitizen_04t.sst
	Middle - Industrial	men_childcitizen_06t.sst
	Atomic - Nano	men_childcitizen_10t.sst
Chinese Infantry		men_chinesepike_04t.sst
Citizen		men_citizen_01t.sst
		…
		men_citizenmine_10t.sst
Clubman		men_clubman_01t.sst
Colossus Artillery		gun_megaartillery_11t.sst
Command Unit		gun_grigor2_12t.sst
Companion Cavalry		men_companioncavlary_04t.sst
Composite Bow		men_compositebow_05t.sst
Court Jester		men_jester_07t.sst
Crossbow		men_crossbow_06t.sst
Culverin		gun_culvern_07t.sst
Deer		amb_deer_00t.sst
Diplomat	Prehistoric - Copper	men_wealthycitizen_02t.sst
	Bronze, Dark	men_wealthycitizen_04t.sst
	Middle - Industrial	men_wealthycitizen_06t.sst
	Atomic - Nano	men_wealthycitizen_10t.sst
(Diplomat - Attacking)	Prehistoric - Copper	men_wealthycitizenattack_02t.sst
	Bronze, Dark	men_wealthycitizenattack_04t.sst
	Middle - Industrial	men_wealthycitizen_06t.sst
	Atomic - Nano	men_wealthycitizenattack_10t.sst
Doughboy		men_doughboy_10at.sst
Dragoon		men_cuirassier_09t.sst
Elephant		amb_elephant_00t.sst
Elephant Archer		men_elephantarcher_05t.sst
Elite Guard		men_napoleonic_09t.sst
Engineer		men_engineer_10t.sst
Female Citizen		men_femcitizen_02t.sst
		…
		men_femcitizenmine_10t.sst
Flak Halftrack		gun_aahalftrack_10t.sst
Flame Thrower		men_flamethrower_10t.sst
Flies		amb_fliest.sst
Furies		gun_furies_13t.sst
German Infantry		men_germaninfantry_10t.sst
German Machine Gun		men_germanmachinegun_10t.sst
Giraffe		amb_giraffe_00t.sst
Gladiator Tank		gun_tanktwo_12t.sst
Goat		amb_ram_00t.sst
Grenade Launcher		men_grenadelauncher_10t.sst
Grenadier		men_frenchgrenadier_09t.sst

Unit	Era	File
Guardian		men_lasertrooper_11t.sst
Hades		gun_hades_13t.sst
Halberdier		men_halberdier_08t.sst
Hand Cannoneer		men_mortarinfantry_08t.sst
Heavy Mortar		men_mortar_11t.sst
Heavy Ram		gun_ram_04t.sst
Heavy Siege Tower		gun_siegetower_06t.sst
Hercules AT Gun		gun_nanoat_12t.sst
Hippopotamus		amb_hippo_00t.sst
Horse		amb_horse_00t.sst
Horseman		men_scout_03t.sst
Hover Tank		gun_tank_12t.sst
Howitzer Cannon		gun_howitzer_10t.sst
Huskarl		men_viking_05t.sst
Hyperion		gun_mors_13t.sst
Hyperion II		gun_mors_14t.sst
Imperial Cuirassier		men_napcav_09t.sst
Incan Warrior		men_incanwarrior_03t.sst
Javelin		men_javelin_03t.sst
Knight		men_knight_06t.sst
Leopard Tank (AP)		gun_leopardtank_10ct.sst
Long Bow		men_longbow_06t.sst
Long Sword		men_longsword_06t.sst
M1 Tank (HE)		gun_m1_10t.sst
Maceman		men_maceman_03t.sst
Machine Gun		men_2manmachinegun_10t.sst
Marine		men_marine_10t.sst
Medic - Atomic		men_fieldmedic_10t.sst
Medic - Digital		men_fieldmedic_11t.sst
Medic - Imperial		men_fieldmedic_08t.sst
Minotaur		gun_minotaur_13t.sst
Minotaur II		gun_minotaur_14t.sst
Missile Trooper		men_atinf_11t.sst
MkV Tank (HE)		gun_ww1tank_10t.sst
Moorish Cavalry		men_moorishcav_07t.sst
Moorish Infantry		men_moorishinfantry_05t.sst
Musketeer		men_musketeer_08t.sst
Ostrich		amb_ostrich_00t.sst
Paladin Cannon		gun_infosiege_11t.sst
Pandora		gun_cyclops_13t.sst
Pandora II		gun_cyclops_14t.sst
Panzer Tank (AP)		gun_panzer_10t.sst
Partisan		men_partisant.sst
Persian Cavalry		men_persiancavalry_04t.sst
Persian Immortal		men_immortal_04t.sst
Phalanx		men_phalanx_04t.sst
Pikeman		men_polearm_06t.sst
Pilum		men_pilum_05t.sst
Poseidon		gun_poseiden_13t.sst
Priest	Prehistoric - Copper	men_priest_02t.sst
	Bronze - Middle	men_priest_04t.sst

	Renaissance - Imperial	men_priest_07t.sst
	Industrial, Atomic	men_priest_09t.sst
	Digital, Nano	men_priest_11t.sst
Prophet	Prehistoric - Copper	men_prophet_02t.sst
	Bronze - Middle	men_homer_04t.sst
	Renaissance - Industrial	men_prophet_07t.sst
	Atomic - Nano	men_prophet_10t.sst
Ram		gun_siegeram_04t.sst
Rock Thrower		men_stonethrower_01t.sst
Royal Cuirassier		men_renncav_07t.sst
Royal Guard		men_shortsword_04t.sst
Sampson		men_logman_02t.sst
Samurai		men_samurai_06t.sst
Sentinel		men_trooper_11t.sst
Serpentine		gun_iron_07t.sst
Sharpshooter		men_sharpshooter_08t.sst
Sherman Tank (HE)		gun_sherman_10t.sst
Shock Trooper		men_trooper_11t.sst
Short Sword		men_romanlegionnaire_04t.sst
Siege Tower		gun_siegetower_04t.sst
Simple Bowman		men_simplebow_03t.sst
Skywatcher AA		gun_aagun_11t.sst
Slinger		men_slinger_02t.sst
Sniper		men_sharpshooter_10t.sst
Spanish Cavalry		men_spanishcavalry_08t.sst
Spanish Infantry		men_spanishpike_07t.sst
Spearman		men_spearman_02t.sst
Spy		men_russianspy_10t.sst
Staff Car		amb_staffcar_10t.sst
Stinger Soldier		men_stinger_10t.sst
Stone Thrower		gun_stonethrower_03t.sst
Tempest		gun_aries_13t.sst
Thor AT Gun		gun_thorat_11t.sst
Tiger		amb_tiger_00t.sst
Trebuchet		gun_trebuchet_06t.sst
Trench Mortar		men_mortar_10t.sst
Trojan Horse		
Vermin		amb_ratst.sst
Viking		men_housecarl_06t.sst
Walrus		amb_walrus_00t.sst
War Elephant		men_elephant_04t.sst
Wolf		amb_wolf_00.sst
Zeus		gun_zeus_14t.sst
Zeus II		gun_zeus_13t.sst
Smiley face		zut_smileyface_00t.sst
Hovercraft		gun_hovercraft1_11t.sst
Furies II		gun_furies_14t.sst
AA Tank		gun_aatank_12t.sst
Companion Cavalry		men_companioncavalry_04t.sst
Companion Cavalry		men_companioncavalry_10t.sst

White Wolf		amb_wolf_00.sst
Nuclear Missile	Atomic	gun_nuke_10t.sst
	Digital, Nano	gun_nuke_12t.sst

Resources

These are all the plants, trees, animals, rocks, and other natural objects in EE. There are a lot c
shouldn't need to mod these as much as the other things, so I'll leave it to you to sort them out.
All these files start with 'amb_'

Desert and Beach Ambiants	desertbeach_ambiantst.sst
Grasslands Ambiants	grassland_ambiantst.sst
Modern Road	amb_roads_10t.sst

Effects

These are the textures (and occasionally, other info) for the game's graphic effects. They all sta
or sfx_. The names are pretty much self-explanatory.
You probably won't need to mod these much, and categorizing them would be a pain, so I'm not

Ground Textures

These can be quite handy to mod. They are simply the textures that are used when you paint a
terrain. Each one has 4 different parts to allow for more varied terrain. The parts go: 1_1 in the
upper-right, 1_3 in the bottom-left, and 1_4 in the bottom right.
Simply changing these slightly is fairly easy - if you wanted to make the grass red, just open all 4
and alter the hue to red. However, if you want to create an entirely new texture, you'll need to de
1.) Create a 256x256 image of whatever texture you want.
2.) Now you need to make it seamless, or it will have seams between each tile in the game. A g
do this can be found here:
http://www.thegamecreators.com/data/newsletter/newsletter_issue_64.html - 6
3.) Use Wolfie's Image Slicer to split this image into 4 images of 128x128 (or you can just do this
image-editting program.)
There you go, a shiny new texture ready to use in EE.

Asphault	asphalt_1_1.sst +
Beach	sandybeach_1_1.sst +
Blackness	???
Cracked Earth - Dark	bcrackedmud_1_1.sst +
Desert	sandybeach_1_1.sst +
Dry Leaves	driedleaves_1_1.sst +
Grass	basegrass_1_1.sst +
Grass - Overgrown	overgrowngrass_1_1.sst +
Grass - Patches	grasspatch_1_1.sst +
Grass - Sparse	sparsegrass_1_1.sst +
Grass - Tall	longgrass_1_1.sst +
Grass - Tufts	grasstufts_1_1.sst +
Ice	ice_1_1.sst +
Marsh	marsh_1_1.sst +
Pavement	pavement_1_1.sst +
Pebbles	pebbles_1_1.sst +
Rock	rock_1_1.sst +

Rock 2	rock_2_1.sst +
Sand - Coarse	stones_1_1.sst +
Sand - Cracked	tcrackedmud_1_1.sst +
Sand - Medium	rockysand_1_1.sst +
Sand - Fine	finesand_1_1.sst +
Smooth Stone	stoneroad_2_1.sst +
Snow	snow_1_1.sst +
Snow - Dirt Patches	snowdirt_1_1.sst +
Snow - Grass Patches	snowgrass_1_1.sst +
Snow - Tufts	snowtufts_1_1.sst +
Stonework - Brick	bricks_1_1.sst +
Stonework - Cobblestones	cobblestones_1_1.sst +
Stonework - Flagstones	grass_6_1.sst +
Stonework - Marble 1	marbletiles_1_1.sst +
Stonework - Marble 2	plaza_1_1.sst +
Stonework - Mossy Stones	paleostones_1_1.sst +
Stonework - Smooth Stones	smoothstones_1_1.sst +
Stonework - Tech Plating	techplates_1_1.sst +
Underwater Terrain	underwater_1_1.sst +
Weeds	gwildgrass_1_1.sst +
White	white_2_1.sst +
Cliff	cliff_1_1.sst +
Cliff	cliff_2_1.sst +
Red Cliffs	cliff_11_1.sst +
Red Cliffs	cliff_12_1.sst +
Grey Cliffs	cliffwinter_1_1.sst +
Grey Cliffs	cliffwinter_2_1.sst +

Buttons

Attack Ground	act_attackground.sst
Convert	act_convert.sst
Erect Wonder	act_erectwonder.sst
Explore	act_explore.sst
Heal	act_heal.sst
Lock Gate	act_locked.sst
Unlock Gate	act_unlocked.sst
Patrol	act_patrol.sst
Populate	act_populate.sst
Place Rally Point	act_rallypoint.sst
Repair	act_repair.sst
Replant Farms	act_replantfarms.sst
Stop	act_stop.sst
Unload Transport	act_unloadtransport.sst
Stop - Down	but_cancel input down.sst
Stop - Up	but_cancel input.sst
Flare	mmflare.sst
Idle Cit, Other ingame buttons	mgbevels.sst
Ingame Icons	mgicons.sst
Hack	mp_hack.sst

Resonator	mp_inferno.sst
Anti-Matter Storm	mp_antimatterstorm.sst
Nano Virus	mp_nanovirus.sst
Time Warp	mp_timewarp.sst
Self-Destruct	mp_selfdestruct.sst
Teleport	mp_teleport.sst
Ion Pulse	mp_pulsebeam.sst
Diffraction Shield	mp_shieldbattery.sst
Repair	mp_heal.sst
Close Window - Down	boot icon_down.sst
Close Window - Up	boot icon_up.sst
Top Bar Buttons	topbuttons.sst
Scen Editor Assorted Buttons	se buttons.sst
User Interface Controls	uicontrols.sst
Scen Editor Load/Save	civ buttons_01.sst
Scen Editor Test/Exit	civ buttons_02.sst
Various Scenario Buttons	scenario_cancel.sst
"	scenario_history.sst
"	scenario_map.sst
"	scenario_movie.sst
Scen Editor UI Background	scenpart.sst
Scen Editor Unit Menu Bkgrnd	scenunit.sst
Campaign Menu Buttons	eegenericbutton.sst
Main Menu Buttons	eegenericbutton_gold.sst
Unit Stat Icons	unit improvements_01.sst
"	unit improvements_02.sst
Unit Resource Icons	unit upgrades_03.sst

Behaviors

Guard - Up	ub_defend_up.sst
Guard - Down	ub_defend_down.sst
Aggressive - Up	ub_aggressive_up.sst
Aggressive - Down	ub_aggressive_down.sst
Stand Ground - Up	ub_stand ground_up.sst
Stand Ground - Down	ub_stand ground_down.sst
Scout - Up	ub_scout_up.sst
Scout - Down	ub_scout_down.sst
Border - Up	ub_border.sst
Border - Down	ub_border_down.sst

Formations

Circle In - Down	act_circlein_down.sst
Circle In - Up	act_circlein_up.sst
Circle Out - Down	act_circleout_down.sst
Circle Out - Up	act_circleout_up.sst
Deep Wedge - Down	act_deepwedge_down.sst
Deep Wedge - Up	act_deepwedge_up.sst

Long - Down	act_long_down.sst
Long - Up	act_long_up.sst
Loose - Down	act_loose_down.sst
Loose - Up	act_loose_up.sst
Shallow Wedge - Down	act_shallowwedge_down.sst
Shallow Wedge - Up	act_shallowwedge_up.sst
Short Lines - Down	act_short_down.sst
Short Lines - Up	act_short_up.sst
Staggered Lines - Down	act_staggered_down.sst
Staggered Lines - Up	act_staggered_up.sst
Circular Button Border - Down	act_borderdown.sst
Circular Button Border - Up	act_borderup.sst

Cursors

Cursor	normal pointer.tga
Attack Ground	attack ground pointer.tga
Attack	attack pointer.tga
Board Transport	board transport pointer.tga
Build	build pointer.tga
Convert	convert pointer.tga
Flare	flare pointer.tga
Garrison	garrison pointer.tga
Gather	gather pointer.tga
Heal	heal.tga
Healing Pointer	healing pointer.tga
Leave Transport	leave transport pointer.tga
Cast Calamity	calamity pointer.tga
Invalid Healing Pointer	invaild healing pointer.tga
Invalid Calamity	invalid calamity pointer.tga
Invalid Heal	invalid heal.tga
Invalid Pointer	invalid pointer.tga
Invalid Target	invalid target pointer.tga
Invalid LOS	no los pointer.tga
Target Too Close	target too close pointer.tga
Place Rally Point	rally point pointer.tga
Protected Calamity	protected calamity pointer.tga
Protected Conversion	protected conversion pointer.tga
Plus Pointer	plus pointer.tga
Gray Out	dither.sst

Techs and Units

The buttons for researching techs and creating units always start with 'but_'. They're pretty self-
but_border.sst is the border for these types of buttons.
The buttons refering to 'upgrades' are just the originals in sepia - I'm not sure where these appea
A few of the buttons are actually named 'button_' and appear after the 'but_' ones.

Backgrounds

These are giant images, divided into 3 rows and 4 columns.

Game Loading Screen		splash_1_1.sst +
Civbuilder Background		civbuilder_back_1_1.sst +
Single Player Menu Bkgrnd		singleplayer_1_1.sst +
Demo Outro 1		demo outro1_1_1.sst +
Demo Outro 2		demo outro2_1_1.sst +
Demo Outro 3		demo outro3_1_1.sst +
Campaign Creator Bkgrnd		camped_1_1.sst +
Game Settings Background		gamesettings_1_1.sst +
Game Tools Background		gametools_1_1.sst +
Post-Game: Defeat		post game defeat_1_1.sst +
Post-Game: Victory		post game victory_1_1.sst +
Multiplayer Loading Screen		multiplayer_1_1.sst +
???		scenfull_1_1.sst +
Main Menu Background		mainmenuback_1_1.sst +
Pause Menu Background		eebackground_1_1.sst +

Other

Airplane Tab		airunitbitmap.sst
Airplane Shadow		airunitshadowbitmap.sst
Resource Collected		dollar_bill.sst
Gold Star		gold star.sst
Arrow		unit facing arrow.sst
Morale Meter		unitareaeffectcircle.sst
Network Icons		network.sst
Dotted Line		dottedline.sst
Waypoint		waypointt.sst
Shadows		sha_******.sst
Flare Shape		flare.sst
Water Animation		water_ocean_1.sst +
Cloud Alpha Map		cloud.sst
Scrollbar Puck		dragbar.sst
Ground Tiling Alpha Maps		border_0_1.sst +
Color Palette		colorpalette.tga
Unknown Unit Button		unknownunit.sst
Parachute		u_parachute_10t.sst
Unit Target		clickcommandconfirmation.sst
Unit Target		unitcommandconfirmation.sst
Unit Target		pathcommandconfirmation.sst
Rally Point Flag Texture		flag_buildingt.sst
Main Menu Borders		eegenericback.sst
Pause Menu Borders		eegenericback_gold.sst
Airport Rally Points Texture		flag_airportt.sst
Rain Texture		raindrop.sst
Snow Texture		snowflake.sst
Ingame Borders and Décor	Pre - Copper	ingamebackground_01a.sst
		ingamebackground_01b.sst
	Bronze - Middle	ingamebackground_02a.sst
		ingamebackground_02b.sst

Renaissance - Industrial	ingamebackground_03a.sst
	ingamebackground_03b.sst
Atomic	ingamebackground_04a.sst
	ingamebackground_04b.sst
Digital, Nano	ingamebackground_05a.sst
	ingamebackground_05b.sst

Unknown and Mysterious

Yep, I've got no clue what any of these do. Info is greatly appreciated.

base.sst
base_1.sst
aggressivebehaviornormal.sst
aggressivebehaviorpressed.sst
areaeffect.sst
blank pointer.tga
circleareaeffect.sst
defendbehaviornormal.sst
defendbehaviorpressed.sst
unitselection.sst
metal workings.sst
bld_towncenter_01t.sst
bld_barrack_06t.sst
bld_settlement_10at.sst
eegenericbutton2.sst
fearlessbehaviornormal.sst
fearlessbehaviorpressed.sst
genbut_bridge.sst
harassbehaviornormal.sst
harassbehaviorpressed.sst
guardbehaviornormal.sst
guardbehaviorpressed.sst
mainscreenbackground.sst
gen_deatht.sst
end.sst
front.sst
mid.sst
patrol pointer.tga
f_deep_wedge_down.sst
…
f_staggered_line_up.sst
desert.sst
desert_alpha_1_1.sst +
desert_grass_1_1.sst +
desert_water_1_1.sst +
marsh.sst
marsh_grass_1_1.sst +
rock.sst
rock_desert_1_1.sst +
rock_grass_1_1.sst +
scoutbehaviornormal.sst
scoutbehaviorpressed.sst

side_1.sst +
target to close pointer.tga
act_sentry.sst
ub_orders.sst
testwater1.sst
formback_1_1.sst +
sparkle.sst
nav_fish_04t.sst
nav_transport_07t.sst
farm01.sst
scenario editor.sst
splash.sst
mgbuttons_1.sst
act_infiniteatomic.sst
act_infinitebomber.sst
act_infinitefighter.sst
act_timedatomic.sst
act_timedbomber.sst
act_timedfighter.sst
act_timedrallypoint.sst
statusbar_01.sst +
statusbar_left_01.sst +
statusbar_right_01.sst +
statusbar_tileable_middle_01.sst +

Credits

Discovered something I haven't? Please post in the thread in the downloads section so it can be

bmaczero   Creating this guide

rtain roll. In this case, modding a texture
daunting, but it's really very easy. No

s Utilities Download section:

ompressing Empire Earth files, and
s.
to work on several textures.
f the textures - which you can use to make

ourself. This can be anything from MS Paint

s.

ou can store your modding stuff in, I put
ract.' Now you need to find where in your
prompt.

e folder you created above. Now, EE

e the only one who knows what you need,

tor before, you'll see a button at the bottom
e game (well, very nearly all, see the end
ferent units. Those specify which type of

ould mod to get the best end result. Just
e done with that, compare them, if possible,
ke a screenshot of it using PRINT SCREEN,
rogram.

t textures are pretty easy to understand,
ample, what is the path for the Cataphract?

ttons. Usually found in the 'Textures' folder.
units. Unfortunately, as of right now there is

r sound file you recorded or found on the

Wordpad.

res - 'men,' 'amb', 'air', etc. After that is
·digit number - this tells you the earliest
umbers aren't always accurate, though. The 't'

t not always be enough, so just look for

) to EE Studio and click the button 'DCL
 two levels and save with the same filename.
pressed. You will see it in the viewing
for your TGA.

identify which parts of the texture go on
ways - use a picture of the unit from the

can edit the image's alpha channel using
epresented by a grayscale image - darker
 gun or sword, or removing a shield. To edit
go to Image->Send Alpha Channel to editor.

A you just saved, and save it as an SST
ow, when you run Empire Earth, that texture
l your first mod!

   Take a screenshot of it with PRNT SCRN.
it and convert it to a TGA.
TgaTool2.
tures folder.

s. If you find something I don't know about yet,
)e given (see bottom).

	TYPE	SPECIAL NOTES
	Airplane	
	Airplane	
	Cyber	
	Cyber	
	Cyber	
	Airplane	
	Airplane	
	Airplane	
	Airplane	
	Airplane	

Airplane
Airplane
Airplane
Wildlife   *World player can get as well
Airplane
Airplane
Airplane
Airplane
Airplane
Airplane
Airplane
Airplane
Airplane
Helicopter
Helicopter
Helicopter
Balloon
Airplane
Airplane
Airplane
Airplane
Airplane
Airplane
Balloon
Airplane
Airplane
Helicopter
Airplane
Helicopter
Airplane - Hero
Helicopter
Helicopter
Airplane
Airplane
Helicopter
Airplane
Airplane
Airplane
Airplane
Helicopter

Cyber   *Unused texture

Ship - Battleship
Ship - Battleship
Ship - Battleship
Ship - Battleship
Ship - Battleship
Ship - Battleship
Ship - Battleship

Ship - Battleship	
Ship - Battleship	
Ship - Battleship	*Can't find texture, info appreciated
Ship - Battleship	
Ship - Carrier	
Ship - Carrier	
Ship	
Ship	
Ship - Cruiser	
Ship - Cruiser	
Ship - Cruiser	
Wildlife	*World player can get as well
Resource	*World player only
Ship - Fishing Boat	
Ship - Fishing Boat	
Ship - Fishing Boat	
Ship - Fishing Boat	
Ship - Fishing Boat	
Ship - Frigate	
Ship - Frigate	
Ship - Frigate	
Ship - Frigate	
Ship - Frigate	
Ship - Frigate	
Ship - Frigate	
Ship - Frigate	
Ship - Frigate	
Ship - Frigate	
Ship - Galley	
Ship - Galley	
Ship - Galley	
Ship - Galley	
Ship - Galley	
Ship - Galley	
Ship - Galley	
Ship - Hero	
Water Scenery	*World player only
Water Scenery	*World player only
Water Scenery	*World player only
Water Scenery	*World player only
Water Scenery	*World player only
Water Scenery	*World player only
Water Scenery	*World player only
Water Scenery	*World player only
Ship	
Wildlife	*World player can get as well
Submarine	
Submarine	
Submarine - Sea-Land	
Submarine - Sea-Land	
Submarine	

Ship - Transport
Ship - Transport
Ship - Transport
Ship - Transport
Ship - Transport
Ship - Transport
Ship

Ship   *Appears unused
Ship   *Appears unused
Ship   *Appears unused
Ship   *Appears unused

AA Gun
AA Gun
Airport
"
Scenery
Archery Range
"
"
Wall
Barracks
"
"
"
"
"
"
Scenery   *Buckingham Palace has a 3-part texture

---   *World player only, no point in modding this, as it's invisible in-game.
Capitol   *Same texture as Capitol, Stone and Town Center, Stone
"   *Same texture as Town Center, Stone and Capitol, Prehistoric
"   *Same texture as Settlement and Town Center
"   *Same texture as Settlement and Town Center
"   *Same texture as Settlement and Town Center
"   *Same texture as Settlement and Town Center
"   *Same texture as Town Center
"   *Same texture as Settlement and Town Center
---   No point in modding this, as it's invisible in-game.
Scenery
Scenery
Scenery
Scenery
Temple
Wonder   *Coliseum texture seems to be missing some parts
Scenery
Cyber Factory

Cyber Laboratory
Dock
"
"
"
"
"
Scenery
Wonder   *Uses the same texture as RADAR Center
Resource   (Unplanted)
                (Planted)
Scenery
Scenery
Scenery
Scenery
Fortress
"
"
"
"
"
Gate
Gate
Gate
Gate
Gate   *Shares texture with Wall - Laser and Tower - Laser
Gate
Granary
"
"
"   *Atomic granary texture seems to be missing some parts
"
Granary   *Improved granaries use the same textures as the normal ones
Scenery
Hospital
"
"
"
"
"
House   In the scenario editor, this house changes based on the age…
House   …while these below never change.
House
House
House
House
House
House
House
House
House

House	
House	
House	
---	No point in modding this, as it's invisible in-game.
Wonder	
Wonder	*Some textures seem to be missing…info appreciated.
Wonder	
Scenery	
Missile Base	
"	
Temple	*The mosque has a two-part texture
	*The mosque has a two-part texture
Naval Yard	
"	
Temple	*Missing part of the texture?
Barracks	
Wonder	*Some textures seem to be missing…info appreciated.
Tower	
Scenery	
Scenery	*Uses the same texture as Espionage Headquarters
Settlement	*Same texture as Settlement, Stone and Settlement, Prehistoric
"	*Uses the same texture as Town Center and Capitol
"	*Uses the same texture as Town Center and Capitol
"	*Uses the same texture as Town Center and Capitol
"	*Uses the same texture as Town Center and Capitol
"	*Uses the same texture as Town Center and Capitol
"	
"	*Uses the same texture as Town Center and Capitol
Siege Factory	*For Bronze and Middle, the Siege factories use
"	the same texture but differenct models.
"	
"	
"	
Stable	
"	
"	
Scenery	
Scenery	
Scenery	
Scenery	
Scenery	
Scenery	
Tank Factory	
"	
Temple	
"	
"	
"	
"	
Wonder	
Scenery	

Wonder	*Some parts seem to be missing?
Tower	*Shares a texture with Wall - Bronze
Tower	*Shares a texture with Wall - Concrete
Tower	*Shares a texture with Wall - Copper
Tower	*Shares a texture with Wall - Imperial
Tower	*Shares a texture with Wall - Laser and Gate - Laser
Tower	*Shares a texture with Wall - Medival
Tower	
Wonder	
Scenery	
Town Center	
"	*Same texture as Capitol, Stone and Capitol, Prehistoric
"	*Same texture as Settlement and Capitol
"	*Same texture as Settlement and Capitol
"	*Same texture as Settlement and Capitol
"	*Same texture as Settlement and Capitol
"	*Same texture as Capitol
"	*Same texture as Settlement and Capitol
University	
"	
"	
"	
"	
Wall	*Shares a texture with Tower - Bronze
Wall	*Shares a texture with Tower - Concrete
Wall	*Shares a texture with Tower - Copper
Wall	*Shares a texture with Tower - Imperial
Wall	*Shares a texture with Tower - Laser and Gate - Laser
Wall	*Shares a texture with Tower - Medival
	*Not a building, this is the scaffolding used when building buildings
	*Not a building, this is the scaffolding used when building buildings
	*Not a building, this is the scaffolding used when building buildings
	*The ropes around a build site
Calamity	
Scenery	*This texture is not actually used in the game.
Hero	
Hero - Mounted	
Hero	
Hero - Mounted	
Hero	
Hero - Mounted	
Hero	
Hero	
Hero	
Hero - Mounted	

Hero - Mounted		
Hero - Mounted		
Hero	*Shares texture with German Officer	
Hero	*Shares texture with Erwin Rommel	
Hero - Mounted		
Hero		
Hero - Mounted		
Hero	*Shares texture with Prophet Durer	
Hero - Mounted		
Hero		
Hero - Mounted		
Hero - Mounted		
Hero		
Hero		
Hero - Mounted		
Hero - Mounted		
Hero - Mounted		
Hero		
Hero	*Shares texture with Hauptmann Durer	
Hero		
Hero - Mounted		
Hero - Mounted		
Hero		
Hero		
Hero		
Hero		
Hero	*Shares texture with Royal Guard	
Hero - Mounted		
Hero	*Unused texture	
Siege Weapon		
Siege Weapon		
Tank		
Infantry		
Artifact	*World player can get as well	
Siege Weapon		
Infantry		
Siege Weapon		
Infantry		
Siege Weapon		
Infantry		
Infantry		
Siege Weapon		
Infantry		
Siege Weapon		
Cavalry		
Wildlife	*World player can get as well	
Cavalry		
Tank		

Cavalry	
Siege Weapon	
Archer	
Tank	
Archer	
Wildlife	*World player can get as well
Child	*Indestructable XD
"	
"	
"	
Infantry	
Citizen	*There are many of these textures, they cover
"	citizens from every age doing every action.
"	
Infantry	
Siege Weapon	
[Cyber]	
Cavalry	
Archer	
Infantry	
Archer	
Siege Weapon	
Wildlife	*World player can get as well
Infantry	
"	
"	*Shares texture with Diplomat - Attacking
"	
"	
"	
"	*Shares texture with Diplomat
"	
Infantry	
Cavalry	
Wildlife	*World player can get as well
Archer	
Infantry	
Engineer	
Citizen	*There are many of these textures, they cover
"	citizens from every age doing every action.
"	
Tank	
Infantry	
Wildlife	*World player ONLY
Cyber	
Infantry	
Infantry	
Wildlife	*World player can get as well
Tank	
Wildlife	*World player can get as well
Infantry	
Infantry	

Infantry
Cyber
Infantry
Infantry
Infantry
Siege Weapon
Siege Weapon
Siege Weapon
Wildlife   *World player can get as well
Wildlife   *World player can get as well
Cavalry
Tank
Siege Weapon
Infantry
Cyber
Cyber
Cavalry
Infantry
Infantry
Cavalry
Tank
Archer
Infantry
Tank
Infantry
Infantry
Infantry
Infantry
Infantry
Infantry
Cyber
Cyber
Infantry
Tank
Cavalry
Infantry
Infantry
Wildlife   *World player can get as well
Siege Weapon
Cyber
Cyber
Tank
Infantry
Cavalry
Infantry
Infantry
Infantry
Archer
Cyber
Priest
"

```
                    "
                    "
                    "
              Prophet
                    "
                    "
                    "
         Siege Weapon
            Infantry
            Cavalry
            Infantry        *Shares texture with William on Foot
            Infantry
            Infantry
            Infantry        *Shares texture with Shock Trooper
         Siege Weapon
            Infantry
             Tank
            Infantry        *Shares texture with Sentinel
            Infantry
         Siege Weapon
             Archer
         Siege Weapon
             Archer
            Infantry
            Cavalry
            Infantry
            Infantry
 Infantry - Espionage
             Tank
            Infantry
         Siege Weapon
             Cyber          *No, that's not a mistake
         Siege Weapon
            Wildlife        *World player can get as well
         Siege Weapon
            Infantry
         Siege Weapon
            Wildlife        *World player ONLY
            Infantry
            Wildlife        *World player can get as well
            Cavalry
            Wildlife        *World player can get as well
             Cyber
             Cyber

             ???            *Not used in game.  I have no idea what it is.
             Ship           *Unused texture
             Cyber          *Unused texture
             Tank           *Unused texture
            Cavalry         *Unused texture, different version of Companion Cavalry
            Cavalry         *Unused texture, different version of Companion Cavalry
```

Wildlife   *Unused texture

Projectile   *Launched from Missile Base
      "   *Launched from Missile Base

of these, and you

                    *Unused texture

rt with the prefix fx_

going to list all their uses.

certain texture on the
upper-left, 1_2 in the

of the grass textures
this:

ood tutorial on how to

in your

                    *NOTE: Some of these are already decompressed, for whatever reason

                    *Goes all the way up to 16…each is 64x64. Probably for more variety.

*Goes all the way up to 16…each is 64x64. Probably for more variety.

*Goes all the way up to 16…each is 64x64. Probably for more variety.

*Yes, I know…wtf?

*Goes all the way up to 16 for some reason…why, I don't know…they're all the sa

*Only accessable through RMS Scripting
*Only accessable through RMS Scripting
*Only accessable through RMS Scripting
*Only accessable through RMS Scripting

Action
Priest Power
Action
Action
Medic Power
Action
Action
Action
Action
Action
Action
Action
Action
Action
Action
Action
Action
Action

Cyber Power

Cyber Power
Cyber Power
Cyber Power
Cyber Power
Cyber Power
Cyber Power
Cyber Power
Cyber Power
Cyber Power

(Tributes, menu, scenario info, buttons like that)

(Various arrows, Xs, and checks)

*Not sure what this does

no los.tga

*This is what goes over a button when you can't pay for it

explanatory, so I'm not going to outline all of them here.

ar in-game.

*Identical to Civbuilder background, don't know where it is used.

*Only 2 rows, 3 columns

(In the scenario editor, the button you press to get the the air units)
(Shadow for the above)
(That dollar sign that appears when your cits drop off a resource)
(Used in the Game Statistics, shows who did the best in each category)
(The one that appears when you right-click and drag to move a unit)
*Not sure what effects modding this could have
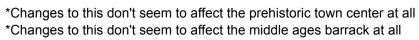(Various icons - the snail, plugged/unplugged, etc.)
*I believe this is used in displaying the effect area of temples, capitols, etc)
(The orange dot that shows where your unit is moving when you hold shift)
(These are the shadows for various units and buildings)
(Could be neat to edit, it's the X that appears on the mini-map)
*16-Frame animation for water in-game
*Probably used for smoke, steam, and the like
*Not sure where this is used
*I believe these are used in tiling the ground textures. 13
*The color palette used when changing the color of a ground texture in the scen
*I assume this is some kind of an error message
*No idea
*The plus that shows up when you tell your units to move somewhere
*The circle that shows up when you tell your units to move somewhere
*The circle used to display waypoints

*Changes to this don't seem to affect the prehistoric town center at all
*Changes to this don't seem to affect the middle ages barrack at all
*Ditto

e added. Credit will appear here.

ame.

editor.