Do you want your bosses to look a little more menacing? Maybe you want your creepy crawlies to really stick out in a dark area? With this guide, you'll be able to add a bit of visual flair to your creatures using FireTextures. This works with any version of Unreal or UT.

This tutorial assumes little to no experience with UnrealScript or the editor.

As far as tools go, you'll need a basic image editor, a text editor, and OnTopReplica. You can get OnTopReplica here: https://github.com/LorenzCK/OnTopReplica/releases

After you've installed OnTopReplica, open the Unreal Editor. In the texture browser, find the skin of the monster you want to make your effect for. Right-click on it, pick Properties. Use Alt-PrintScreen to take a screenshot of the Texture Properties window with the skin you want, and paste it into your image editor. In this example, I'll use the Nali. It should look like this:
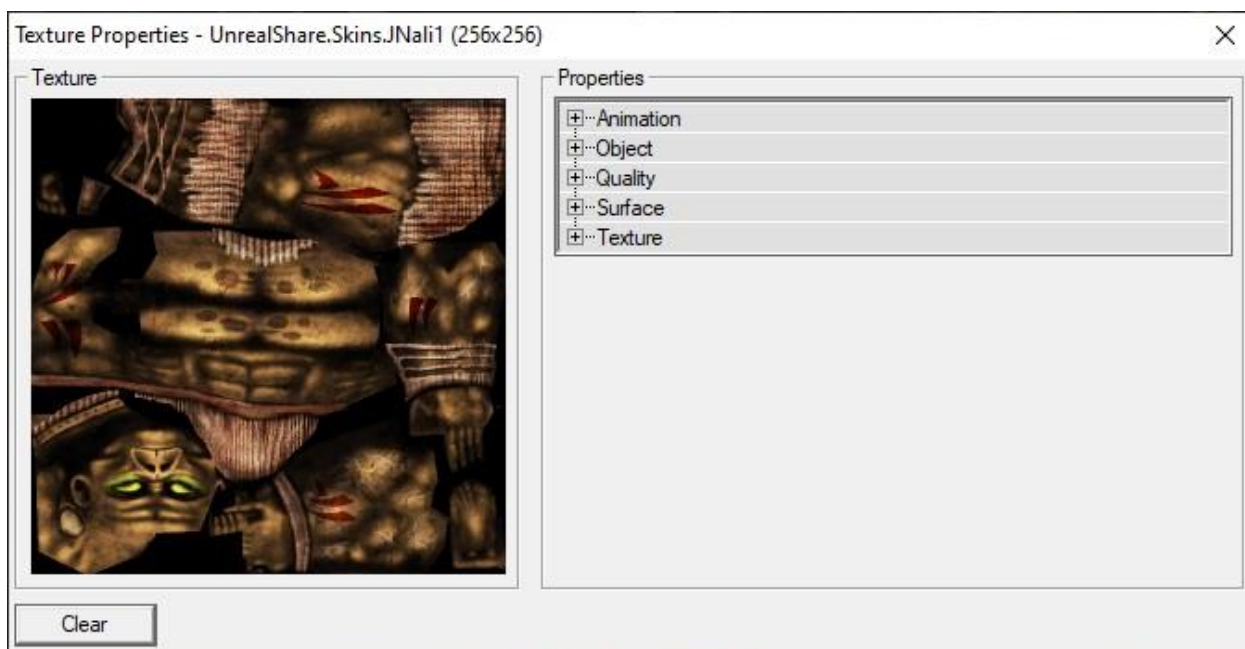

You can either keep your image editor open as it is, or save the image and open it in Windows Photo Viewer or something similar. It doesn't matter as long as you can see the properties window at the same size it appears in your editor.

Open OnTopReplica. Right-click on the window that appears, click on Select window, and choose whatever you're using to preview the screenshot you took. In my case, I'm using Paint, so my menu looks like this:
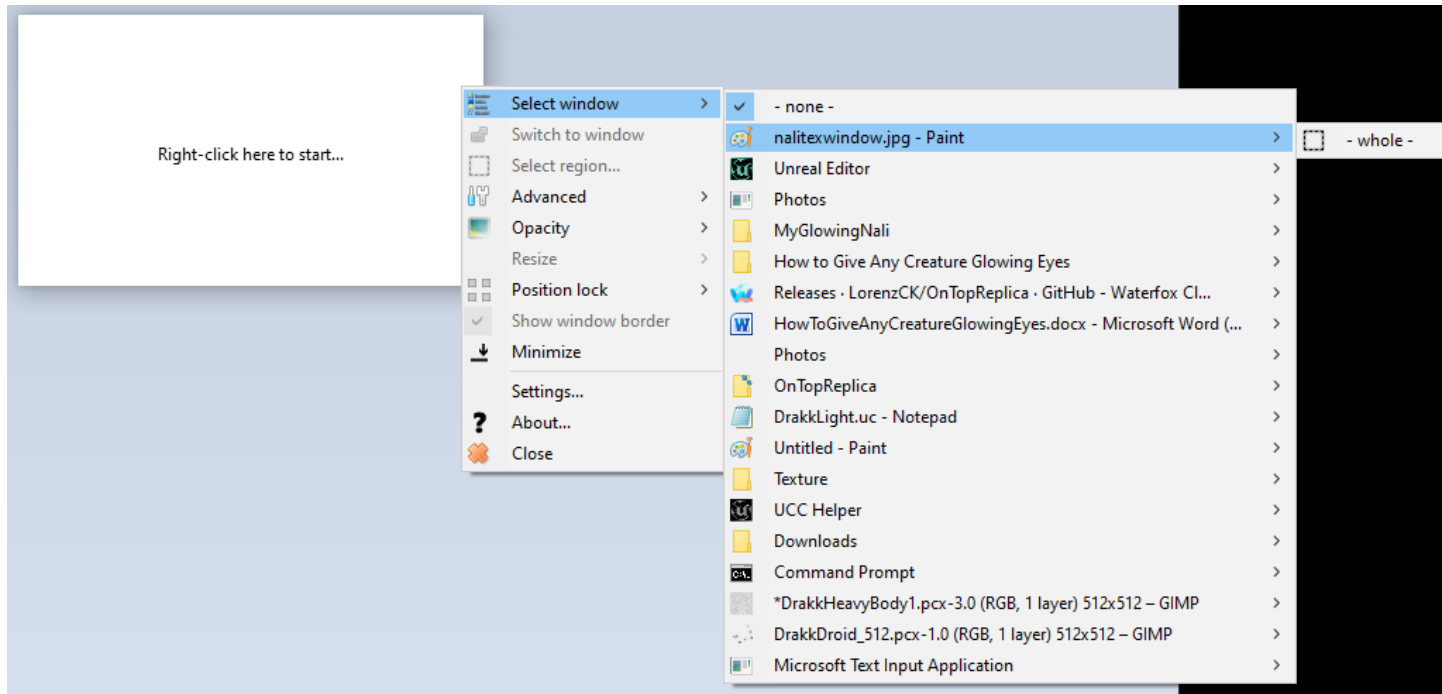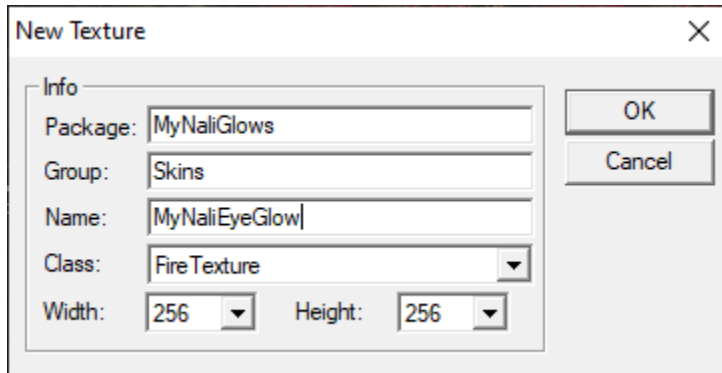

Now you should see a tiny version of your texture. To bring it to its full size, right-click on the window, choose Resize, and then pick 1:1 Fit to Window.
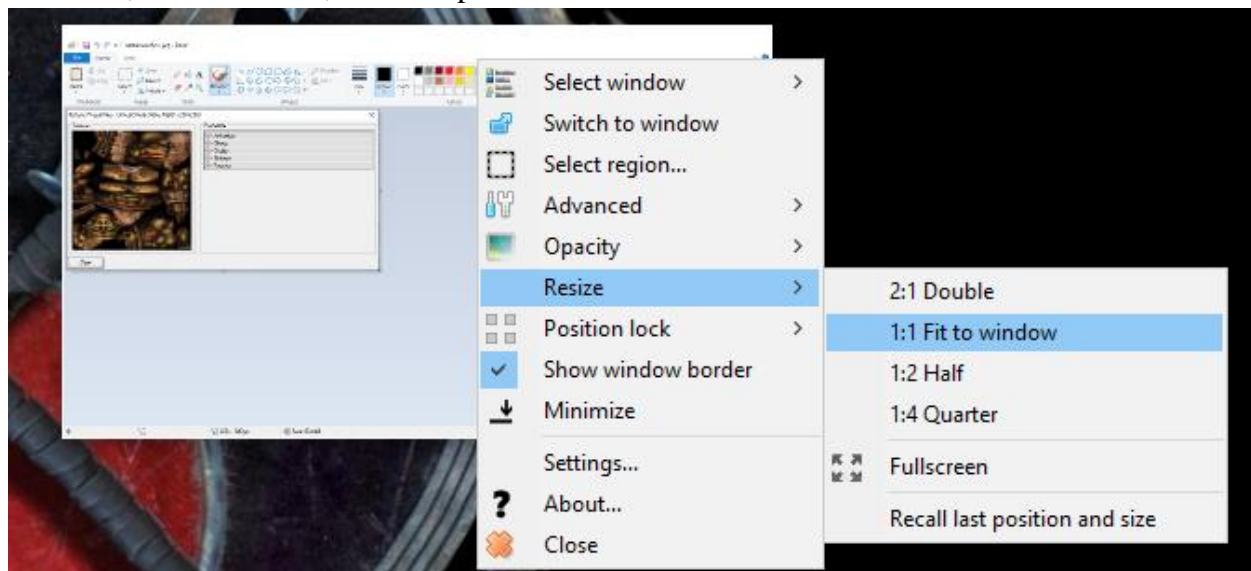
Your replica window is now the same size as the actual window. It's going to be in the way for the next part, so right-click on it again and pick Minimize.
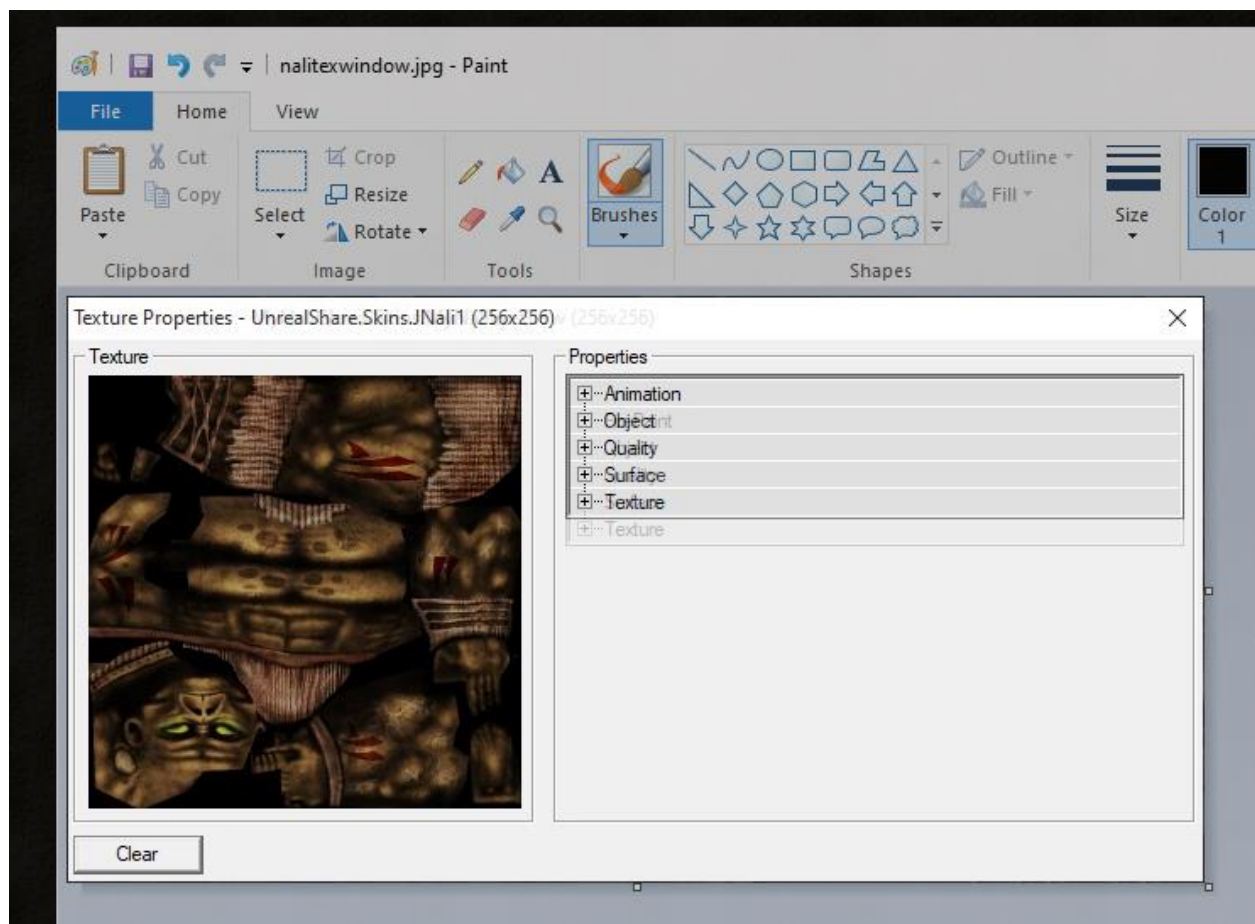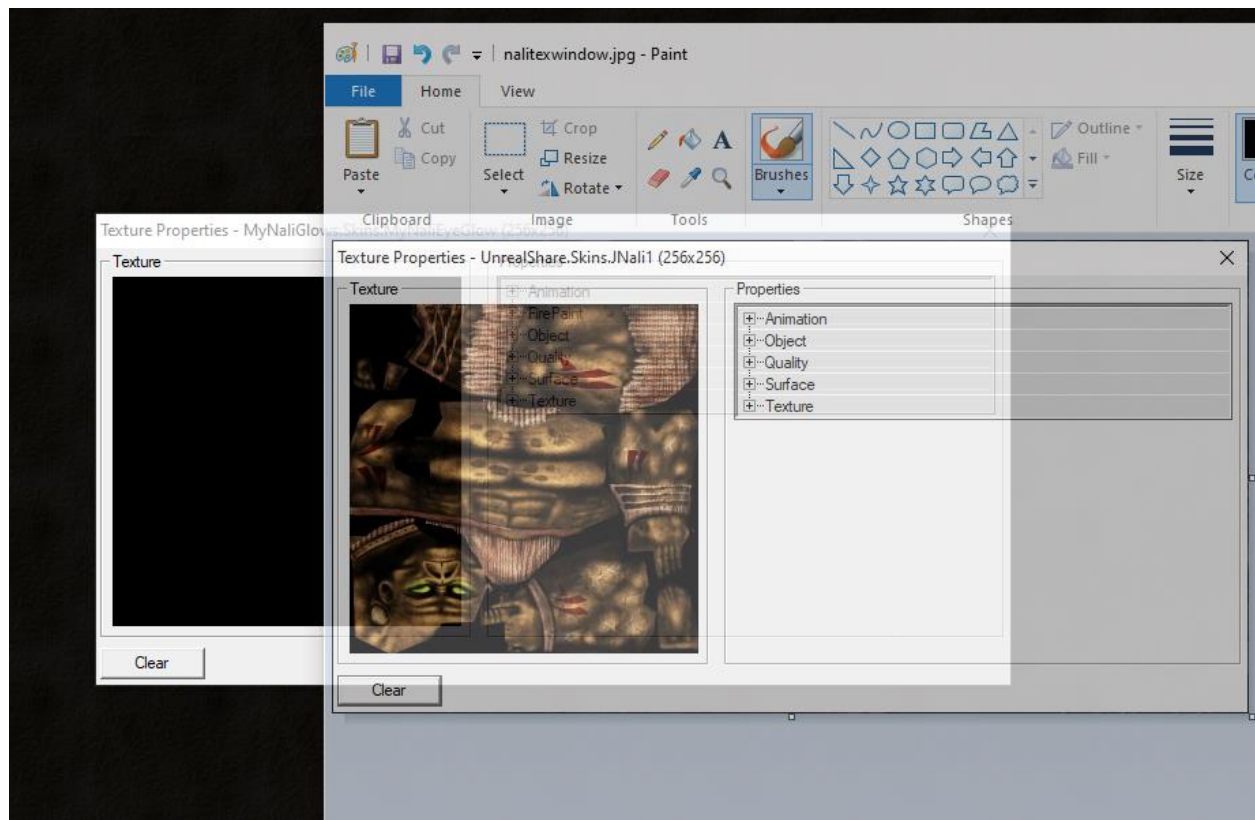
In the Unreal editor, make a new FireTexture in a new package, like this:

You'll be given a blank black window for your new texture:
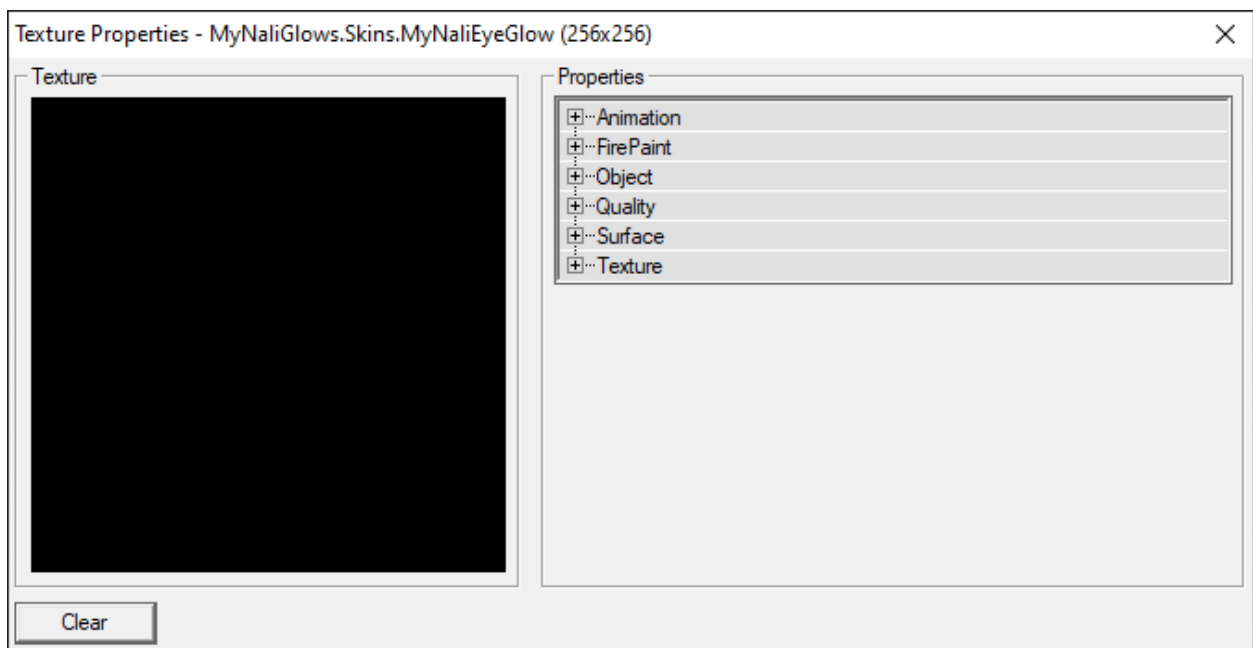
Now, open your replica window, right-click on it, pick Opacity, and set it to 25%. Move the replica window so it lines up exactly with your FireTexture's window.

Top screenshot (Paint window):

nalitexwindow.jpg - Paint

File   Home   View

Paste | Cut | Copy | Select | Crop | Resize | Rotate | Brushes | Outline | Fill | Size | C...

Clipboard   Image   Tools   Shapes

Texture Properties - MyNaliGlows_Skins...WithEyeGlow (256...

Texture

Clear

Texture Properties - UnrealShare.Skins.JNali1 (256x256) ✕

Texture

Properties

- Animation
- FirePaint
- Object
- Quality
- Surface
- Texture

Properties
- Animation
- Object
- Quality
- Surface
- Texture

Clear

Bottom screenshot (Paint window):

nalitexwindow.jpg - Paint

File   Home   View

Paste | Cut | Copy | Select | Crop | Resize | Rotate | Brushes | Outline | Fill | Size | Color 1

Clipboard   Image   Tools   Shapes

Texture Properties - UnrealShare.Skins.JNali1 (256x256)   w (256x256) ✕

Texture

Properties
- Animation
- Object nt
- Quality
- Surface
- Texture
- Texture

Clear

Next, right-click on your replica window, go to Advanced, and pick Enabled Click-Through. Now you can click on anything in the Editor's menu without touching the replica window. Open the FirePaint tab, choose your spark type and adjust its other properties. I find that SPARK_Pulse with low Heat and RenderHeat values works well, but feel free to experiment until you find something you like. Here is the result of mine:
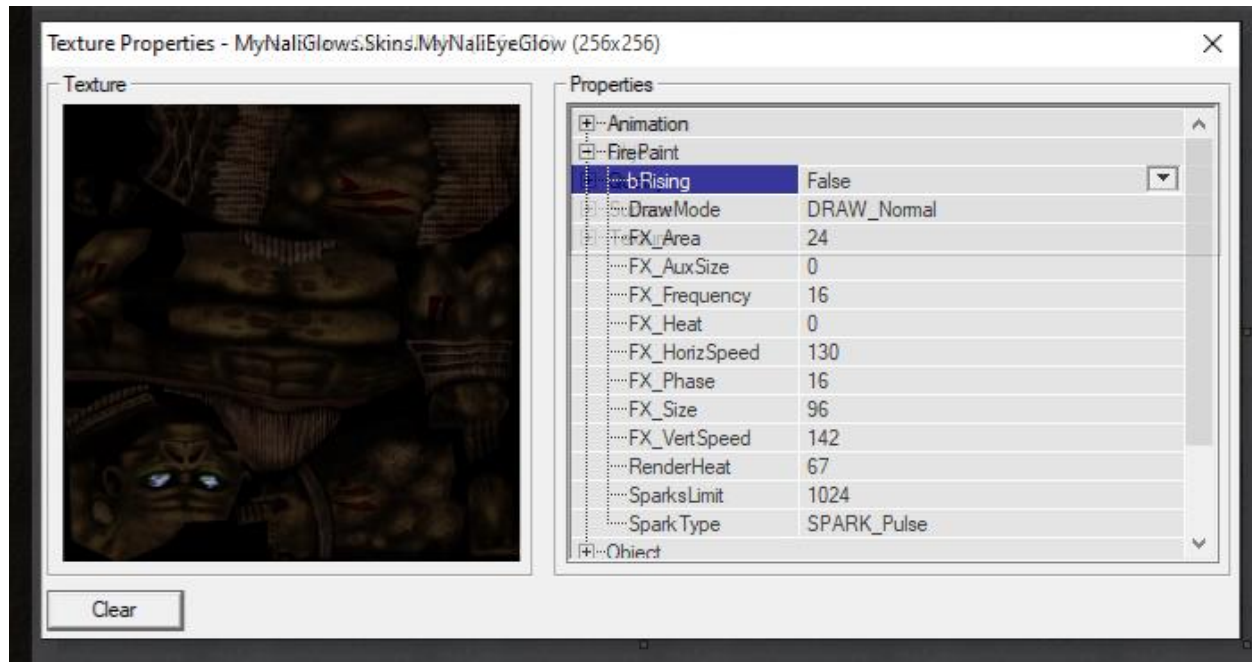

Removing the overlay, it looks like this:
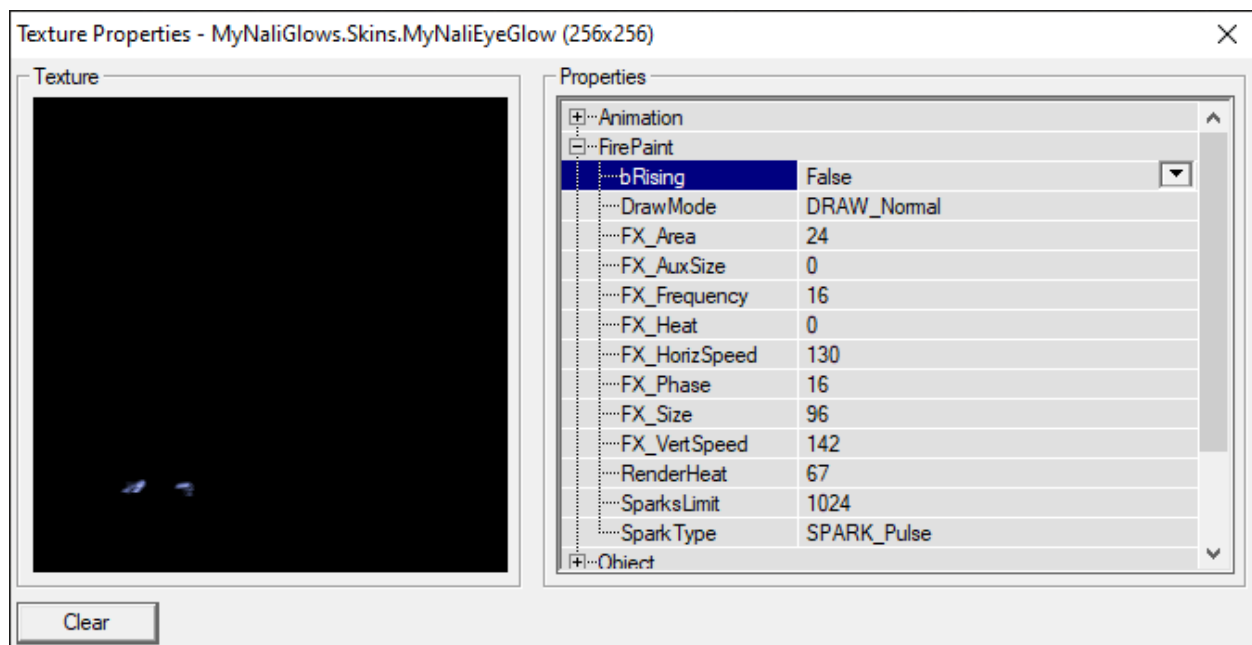
It fits nicely, but for my purposes, I want the effect to better match the Nali's eyes.

Keeping your FireTexture's window open, open Palettes.utx in the Texture Browser. You'll see many options to choose from, but keep in mind that you want one that has a black background – anything else will make the rest of the skin glow, which is not what we want.

I decide to pick Palettes.Green.jGreen1. Now go back to your FireTexture's window, open the Texture tab, go to Palette, and with the palette of your choice still selected in the editor, press the Use button. The FireTexture's colors will change to match, like this:
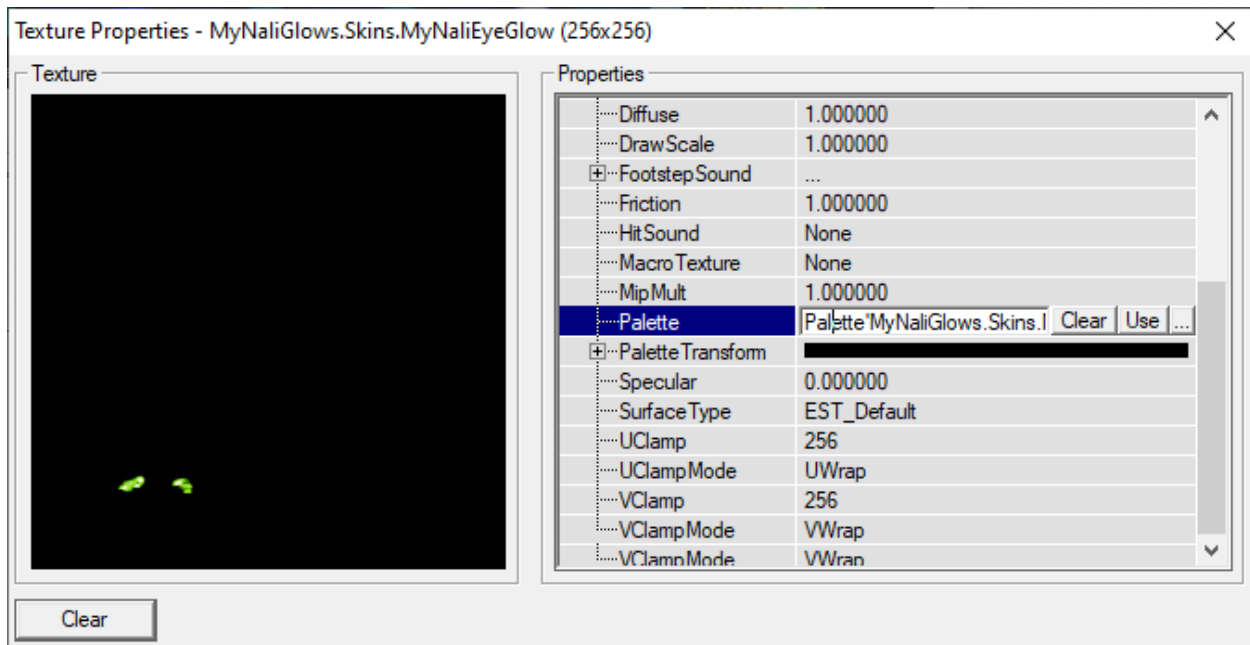
Now, save your texture package, but instead of putting it in Unreal's Textures folder, go to Unreal's root directory and make a new folder - I'm calling mine MyGlowingNali. This will be the name of your new package. Within that folder, make two new folders called Classes and Skins. Save your utx file to the Skins folder.

Next, go to your Classes folder, and using your text editor, make two new *.uc files – one for the glow effect, and one for your pawn. I'm calling mine MyGlowingNaliEyes and GlowingNali, respectively.

We'll start with the glow effect first. Copy and paste the following text into your glow effect's *.uc file – it's just modified code from the Shield Belt effect.

```
class MyGlowingNaliEyesEffect extends Effects;

#exec OBJ LOAD FILE=Skins\MyNaliGlows.utx PACKAGE=MyGlowingNali.Skins

simulated function Destroyed()
{
        if ( Level.NetMode!=NM_Client && Owner!=None && !Owner.bDeleteMe )
                Owner.SetDefaultDisplayProperties();
        Super.Destroyed();
}

simulated function PostBeginPlay()
{
        if ( !Level.bHighDetailMode && ((Level.NetMode == NM_Standalone) ||
(Level.NetMode == NM_Client)) )
        {
                Timer();
                bHidden = true;
                SetTimer(1.0, true);
        }
}

simulated function Timer()
{
        bHidden = true;
}
```

```
defaultproperties
{
    MultiSkins(0)=FireTexture'MyGlowingNali.Skins.MyNaliEyeGlow'

    Texture=FireTexture'MyGlowingNali.Skins.MyNaliEyeGlow'

    bAnimByOwner=True

    bNetTemporary=False

    bTrailerSameRotation=True

    Physics=PHYS_Trailer

    RemoteRole=ROLE_SimulatedProxy

    DrawType=DT_Mesh

    Style=STY_Translucent

    Texture=None

    ScaleGlow=0.500000

    AmbientGlow=64

    bUnlit=True

    bMeshEnviroMap=False

    bOwnerNoSee=True

    bCarriedItem=True

    Fatness=135
}
```

Unless you're doing exactly what I'm doing, nali and all, there are 6 things you'll want to change in your file:

1. The class name in the first line – make it match the file name of your class
2. The name of the texture in the second line – make it match the name of the *.utx file you saved earlier

3. The package name in the second line – make it match the name of the folder you created in the Unreal folder (the .skins part is extra)
4. The MultiSkins property in the defaultproperties section – the first part should match the package name you set in the second line (if you don't include .skins, then remove that from here), and the second part should match the name of the FireTexture you created before
5. The Texture property – it should match the MultiSkins property
6. The Fatness value – this will take trial and error, but you will have to change it depending on the other visual properties of the creature you're using in order to make it show up.

Now for the nali itself:

```
//=====================================================================
=========
// GlowingNali - a Nali with glowing eyes.
//=====================================================================
=========
class GlowingNali extends Nali;


var MyGlowingNaliEyes EyeGlowEffect;


function PostBeginPlay()
{
        Super.PostBeginPlay();

        if (EyeGlowEffect == None)
        {
                EyeGlowEffect = Spawn(class'MyGlowingNaliEyes', Self,,Location, Rotation);
                EyeGlowEffect.Mesh = Mesh;
                EyeGlowEffect.DrawScale = Drawscale;
                EyeGlowEffect.ScaleGlow = 1.0;
        }
```

```
}

event Destroyed()

{

        if (EyeGlowEffect != None)

                EyeGlowEffect.Destroy();

        Super.Destroyed();

}


defaultproperties

{

}
```

Do the same replacement process and save your files.

Next, open your Unreal.ini in the System folder and look for the EditPackages list under [Editor.EditorEngine]. Add an entry with the same name as your package; for me, it's EditPackages=MyGlowingNali

Your classes are all set up, so now the package just needs to be compiled. Open the Windows command prompt and set the directory to your Unreal's System folder. In my case, I use

cd C:\Unreal227\System

Now enter the command ucc make, hit enter, and your class should compile.

That's all there is to it! Summoning my nali in-game, here's what I get:

If you want to have other glowing parts with different colors, repeat the process as before, but create another glow effect class. As long as the non-black parts of your FireTextures don't overlap, you can have as many glows as you like.