

## Character Skins Tutorial

Written by Mithrandir

Wednesday, 03 February 2010 11:29 - Last Updated Tuesday, 17 July 2012 23:50

---

My meagre attempts at skinning can be viewed and downloaded from this article. Though my artistic skills are very low I nonetheless provide some hints at technical understanding the whole custom skins act in Darkstone.

What you'll need in order create your custom skins are the default skins (so-called SkinKit), which can be downloaded from [here](#) . To create / adapt the targa bitmaps you'll also need some image processing tool like Photoshop, Paintshop, Gimp or something similar.

There are a couple of mistakes that beginners like to make really often. So pay attention to these:

### Update your game version

Bring your installed Darkstone version to 1.04 or higher, so you can use custom skins. It's strictly recommended to patch up to the latest version (1.05b) anyway. You can download the Patches at the category [Patches](#) .

### Use Correct Directory Names

In order to use custom skins in your Darkstone game folder the subdirectory "**skin**" has to exist. Case and singular matters, so "Skin" or "skins" won't work either!

### Mind Naming Conventions

To use a custom skin for your character, two files must exist in the skin-folder: "**charactername**.tga" and for the face "**charactername\_face**.tga". Your Windows OS may not display the correct file-extensions if you didn't customize your

## Character Skins Tutorial

Written by Mithrandir

Wednesday, 03 February 2010 11:29 - Last Updated Tuesday, 17 July 2012 23:50

---

explorer options, so be careful that the files aren't named charactername.tga.tga.

If Darkstone is unable to load the skin file it takes the default skin for the appropriate character class. If the skin file can be loaded but is corrupt (i.e. wrong targa bitmap format) the character is shown as a white ghost.

### Avoiding Ghost Skins And Weird Textures

The white / ghost skin appears usually when using a wrong file format for the skin files. You need to make sure that your skins are stored as **24-bit uncompressed targa bitmaps**.

If the textures don't fit to the character model, it's mostly because you are using a wrong type of skin. Pay attention to the fact, that a skin for the amazon class can only be used with an amazon model as well. It should not be used on other characters (i.e. monks, rangers, etc.).

### Picture Manipulation

To create a new skin for your character, choose the corresponding default skin and create a copy of it to work with. Rename it to charactername.tga and place it in your skin folder. Here's an example for the default skins (a Monk):

# Character Skins Tutorial

Written by Mithrandir

Wednesday, 03 February 2010 11:29 - Last Updated Tuesday, 17 July 2012 23:50

---



Need a skin for a character? You can find original designs for skins on the special region of [the skin page](#)



>>  
>>  
>>



For more information on how to create a skin, see the [Skin Tutorial](#) page. You can also find a list of skins on the [Skin Page](#).

# Character Skins Tutorial

Written by Mithrandir

Wednesday, 03 February 2010 11:29 - Last Updated Tuesday, 17 July 2012 23:50

---



Monk



Thief



Assassin Skin

## Character Skins Tutorial

Written by Mithrandir

Wednesday, 03 February 2010 11:29 - Last Updated Tuesday, 17 July 2012 23:50

---



Amazon Skin