



- DES

### 1. Description.xml:

```

1  <?xml version="1.0" encoding="utf-16" ?>
2  <DES_Description>
3  <CoverTable>
4  <DES_Cover>
5      <TextureIndex>0</TextureIndex>
6      <SecX>2060</SecX>
7      <SecY>-499</SecY>
8      <SecZ>0</SecZ>
9      <Y64X>2060</Y64X>
10     <Y64Y>-499</Y64Y>
11     <Unknown1>0</Unknown1>
12     <Unknown2>0</Unknown2>
13 </DES_Cover>
14 </CoverTable>
15 <DestructionTable>
16 <DES Destruction>
17     <Name>hq ruin</Name>
18     <Views>
19         <DES DestructionInView>
20             <Unknown></Unknown>
21             <CoverIndicesToShow>
22                 <Int32>0</Int32>
23             </CoverIndicesToShow>
24             <ObjectsToHide></ObjectsToHide>
25             <ObjectsToShow></ObjectsToShow>
26         </DES DestructionInView>
27         <DES DestructionInView>
28             <Unknown></Unknown>
29             <CoverIndicesToShow></CoverIndicesToShow>
30             <ObjectsToHide></ObjectsToHide>
31             <ObjectsToShow></ObjectsToShow>
32         </DES DestructionInView>
33         <DES DestructionInView>
34             <Unknown></Unknown>
35             <CoverIndicesToShow></CoverIndicesToShow>
36             <ObjectsToHide></ObjectsToHide>
37             <ObjectsToShow></ObjectsToShow>
38         </DES DestructionInView>
39     </Views>
40 </DES Destruction>
41 </DestructionTable>
42 </DES_Description>

```

position on map

Index to  
DES\_COVER

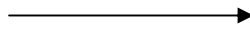
### 2. Textures.GRL.files:



0001.gif



Description.ini



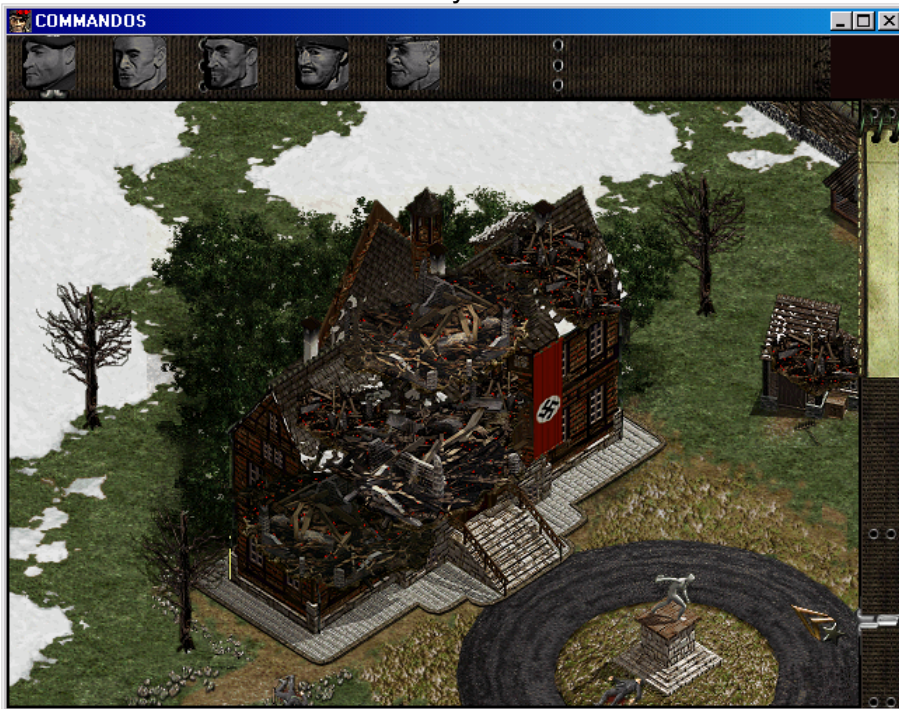
```

1  [GRL]
2  Version = d
3  ImageCount = 1
4
5  [Pic(0)]
6  Name = 0001
7  Compression = 00000002
8  CenterX = 0
9  CenterY = 0
10

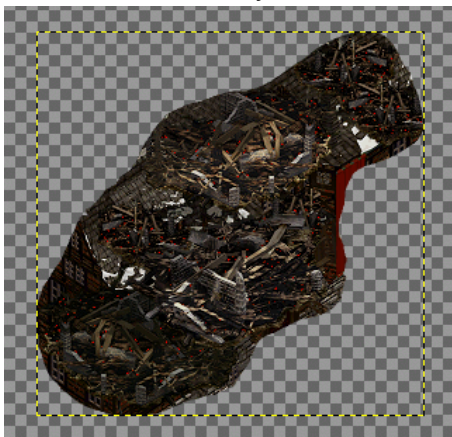
```

### 3. 0001.gif:

Take a screenshot of the destroyed HQ in BEL:



Cut out the destroyed area in Photoshop (or a similar program):



Scale the image up to 130%,  
convert it to 255 colors and save it as **0001.gif**

- BAS

#### 1. SUPERBITMAPS

```
1  [
2    .MUNDO
3  [
4    .EXIT_POINTS ( )
5    .BICHOS ( )
6    .CABLES ( )
7    .FACHADAS ( )
8    .ESCENARIOS
9  (
10  [
11    .TIPO 2D
12    .CARGADINAMICA BEL04.Y64
13    .FICHERO BEL04.MA2
14    .NOMBRE EXTERIOR
15    .SECTORES BEL04.SEC
16    .SUPERBITMAPS BEL04.DES
17    .AGUA "..\BEL_GLOBAL\WATER1.H2O"
```

The destroyed HQ in Commandos 2:

