

# Example VMT files

In order for your skin to work in-game, you must create a VMT file. Below are example VMT files for each type of items.

## Weapons

### ak47.vmt

```
"VertexLitGeneric"  
{  
    "$basetexture" "models\weapons\warzone_skintest\myak47"  
}
```

myak47 refers to myak47.vtf (The material/texture file)

## Knives

Knives are different to weapons as knives use other textures to produce a "shiny" effect.

## knife\_karambit.vmt

```
"VertexLitGeneric"  
{  
    "$baseTexture" "models\weapons\warzone_skintest\mykarambit"  
    "$phongexponenttexture" "models\csgo_knife\karam_ao"  
    "$phong" "1"  
    "$phongboost" "40"  
    "$phongalbedoboost" "16"  
    "$phongfresnelranges" "[1 1 1]"  
  
    "$phongcolortint" "[.1 .1 .1]"  
  
    "$basemapalphaphongmask" "1"  
  
    "$envmap" "env_cubemap"  
  
    "$envmapfresnel" "1"  
  
    "$envmaptint" "[.035 .035 .035]"  
    "$bumpmap" "null-bumpmap"  
  
    "$color2" "[3 3 3]"  
    "$blendtintbybasealpha" "1"  
    "$blendTintColorOverBase" "0"  
  
    "$phongalbedotint" "1"  
    "$phongdisablehalf Lambert" "1"  
  
}
```

The important thing to note is this: "\$phongexponenttexture".

This is important as each knife has its own exponent texture. You can find this here: [Knife Exponents](#)

mykarambit refers to mykarambit.vtf (The material/texture file)

## Gloves

### gloves\_tactical.vmt

```
"VertexLitGeneric"  
{  
    "$baseTexture" "models/weapons/warzone_skintest/my_tactical_gloves"  
    "$bumpMap" "models/tfa_csgo/hands/ct_arms_normal"  
  
    "$phong" "1"  
    "$phongBoost" "1"  
    "$phongExponent" "12"  
    "$phongTint" "[1 1 1]"  
    "$phongFresnelRanges" "[.2 .2 1]"  
    "$phongdisablehalf Lambert" "1"  
  
    "$rimlight" "1"  
    "$rimlightexponent" "15"  
    "$rimlightboost" ".2"  
}
```

With Gloves, it's important to note the "\$bumpMap" variable. Similar to knives, each different type of gloves have their own bump map textures.

You can find a list here: [Glove Bump Maps](#)