
Subject: Extra Character PT Icons

Posted by [Anonymous](#) on Fri, 24 Jan 2003 11:52:00 GMT

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make sure to put a tga and dds in your mod folder, no special internal folder, just IN your mod folder, then temp a PT preset and name it exactly the same as the original. Next, go through and edit as needed, be SURE that you have named the *.tga and *.dds in this format code: hud_cnc_*.tga then enter that into the text box under "Texture" then it will work fine for you. *be sure you have a proper preset for the name, cost, and object as well. hope this helps, will also make it so you can do .mix
