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Subject: PT hud icons

Posted by [Anonymous](#) on Thu, 25 Apr 2002 18:30:00 GMT

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quote:Originally posted by Rekon:i think the .tga is a different formula (or something like that) because when i saved my texture, (which was originally taken from always.dat) i couldnt use it on my map. Wierd. I think they got a secret decoder. either that or specified limits to the file type.What the heel are you talking about.lol secret decoder. LMAO.Try using the dxt tools.. lmao..dxt tools under skin tutorials & download

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