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Subject: Re: PCT (PT) colors (instead of red for no power, can be orange?)

Posted by [danpaul88](#) on Wed, 15 Jun 2005 17:05:07 GMT

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yeah, edit the PT model and replace every PT in every map you play with the new version

you could try making the texture for the power icon completely transparent I guess...but im not sure if the PT would just have a hole in it then, depends how it was setup and I cba looking to find out

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