Subject: HUD_CNC Icon/ALWAYS.DAT Questions
Posted by Dr. Lithius on Wed, 06 Jul 2005 08:37:01 GMT

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Hi.

Alright, this is gonna sound a little odd perhaps, but after thoroughly scanning both always.dat and always2.dat, I've come to a query. . . A couple of them, in fact. Also, I dig having all these MP3s in my playlist now. But anyway!

Firstly, this forum has customized icons based on the HUD_CNC purchaseable unit icons. I want to know who made them, and more importantly, would there be any chance of me getting ahold of a nice, blank 128 x 128 template? I want to make my own custom icon, but having failed finding a blank background to work with, I feel compelled to turn to here and ask for help.
Secondly. . . What is up with some of these icons? One for GDI Tiberium Mutants?(Looks like an alternate "Character Units" icon of some sort.) And what of the "i_<unit>.tga" icons? The ones that are apparently from the original Tiberian Dawn? Did Westwood Studios just put those in there for the Hell of it?

That's pretty much it. I just want a blank HUD_CNC graphic, 128 x 128 size. No unit, weapon, or team icon on it. Gold or red, either is fine. Red preferred. Thanks in advance.