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Subject: Re: HUD\_CNC Icon/ALWAYS.DAT Questions  
Posted by [Dave Anderson](#) on Mon, 11 Jul 2005 04:18:32 GMT  
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Quote: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?

If you look in the Red Alert 2 mix files, they have voxels from Tiberian Sun in there. Alot too. I think they were used as test voxels before any of the actual Red Alert 2 voxels were made so they could see if the gameplay (unit actions, commands, gameplay, ect) worked before they started making all the units.

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