

---

Subject: Re: Extras icons!

Posted by [reborn](#) on Fri, 22 Jul 2005 12:57:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Most servers don't use "extra's" this is true, it would mean it was un-laddered, however many server replace characters with different units, it would be cool to be able to change the P.T huds server side, but you can't mate. You can't do it as a objects mod or make it map specific either.. well not server side anyway. There is the option in level edit to change texture and the path of the file, so it looks like you could change it to an existing hud inside the always.dat (of which there are quite a few that i would like to use , however even if you use the feature inside level edit to change it, it doesn't work, it is controlled on the client.

There may be a way to do it, but i don't know what that way is... if someone else does then please tell me

I think it would be recoding the FDS to make it controlled on the server, but that is way beyond me...

---