Subject: applying custom PT Icon
Posted by R315r4z0r on Wed, 13 Dec 2006 20:40:07 GMT

How do I apply a custom PT icon into the PT menu in game? I want to replace the Ion/Nuke with a C4. I put the texture in my Editor Cache, and put it in the place of where the Ion/Nuke icon should be, but in game it just shows up as a clear-clickable thing..

How do I get it to show the Icon?