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Subject: Re: Basic LevelEdit Question  
Posted by [cpjok](#) on Wed, 12 Mar 2008 23:17:30 GMT  
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rrutk wrote on Wed, 12 March 2008 16:19got it working.

OMG, is this pretty cool!! )

ok, 1 question agin:

where and how to insert my own purchase-terminal-icons, so i'm able to buy the vec on PT?

actually i've just inserted the vec into the map.

I want it additional in the extras with icon (fnkqrrm).

good ping anyway the icon hasto be a .dds file then to add own pt icon go to

then click Nod Vehicles Or GDI Press Temp Go To Empty Space And if want it in extras click Vehicles NOD Secret Or GDI Secret and add in there

there it says puticonhere.dds put the name of the tga file there or dds file there with .dds on end of it name it add object add price name new temp file and click ok then its done save map go on game and test it shouldlook like this but your icon

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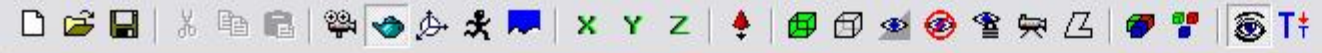
## File Attachments

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1) [1.JPG](#), downloaded 303 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets

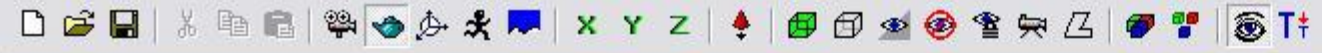


Obsolete deform chunk encountered in mesh: .DUMMY  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\SERVER\characters\havoc\FullMoon.tga  
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\SERVER\characters\FullMoon.tga

2) [2.JPG](#), downloaded 302 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



Edit object

General Settings Dependencies

Name

Cost

0

Texture

putsiconhere.dds

Object

Alt Texture 1

Alt Object 1

Alt Texture 2

Alt Object 2

Alt Texture 3

OK

Cancel

0

3) [like this.JPG](#), downloaded 303 times

