
Subject: Re: Basic LevelEdit Question
Posted by [cpjok](#) on Wed, 12 Mar 2008 23:17:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

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

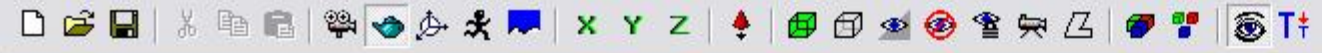
there it says puticonhere.dds put the name of the tga file there or dds file there with .dds on end of it name it add object add price name new temp file and click ok then its done save map go on game and test it shouldlook like this but your icon

File Attachments

1) [1.JPG](#), downloaded 359 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets

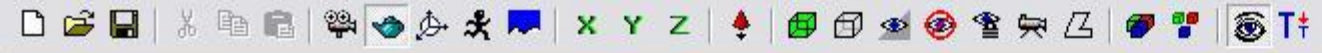


Obsolete deform chunk encountered in mesh: .DUMMY
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\SERVER\characters\havoc\FullMoon.tga
Attempting to load: C:\Program Files\RenegadePublicTools\LevelEdit\SERVER\characters\FullMoon.tga

2) [2.JPG](#), downloaded 356 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets



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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

O

3) [like this.JPG](#), downloaded 357 times

