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Subject: PT hud icons  
Posted by [Anonymous](#) on Thu, 25 Apr 2002 17:17:00 GMT  
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have anyone succesfully added/changed theicons on vehecles or characters.Ive tried,.i made a Tga icon, use a original at tempplate.Save it in the levels dir.Add the icon under pt setting, at the specifik unit.But ingame it shows op bland, only price is shown.

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Subject: PT hud icons  
Posted by [Anonymous](#) on Thu, 25 Apr 2002 17:31:00 GMT  
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I believe Taximes did this even before the tools were released, ask him.

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Subject: PT hud icons  
Posted by [Anonymous](#) on Thu, 25 Apr 2002 17:49:00 GMT  
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i think the .tga is a different formula (or something like that) because when i saved my texture, (which was originally taken from always.dat) i couldnt use it on my map. Wierd. I think they got a secret decoder. either that or specified limits to the file type.

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Subject: PT hud icons  
Posted by [Anonymous](#) on Thu, 25 Apr 2002 18:27:00 GMT  
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i changed the pt icon... wait, i'm gonna do a screenshot

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Subject: PT hud icons  
Posted by [Anonymous](#) on Thu, 25 Apr 2002 18:29:00 GMT  
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never mind i got it.. needs to be .dds instead. lmao

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Subject: PT hud icons  
Posted by [Anonymous](#) on Thu, 25 Apr 2002 18:30:00 GMT  
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quote:Originally posted by Rekon:i think the .tga is a different formula (or something like that) because when i saved my texture, (which was originally taken from always.dat) i couldnt use it on

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my map. Wierd. I think they got a secret decoder. either that or specified limits to the file type. What the hell are you talking about. lol secret decoder. LMAO. Try using the dxt tools.. lmao.. dxt tools under skin tutorials & download

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Subject: PT hud icons

Posted by [Anonymous](#) on Thu, 25 Apr 2002 18:32:00 GMT

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i changed it using the level editor and a tga file i think you need to save in in 24 bits heres a shot :

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Subject: PT hud icons

Posted by [Anonymous](#) on Thu, 25 Apr 2002 18:33:00 GMT

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hud\_cnc\_GHotwire.tgabut it has targas set up already?

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Subject: PT hud icons

Posted by [Anonymous](#) on Thu, 25 Apr 2002 19:16:00 GMT

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Before the mod tools we're released I made an icon for EVERY UNIT not purchasable in the game, Civilians, etc and ones for those who didn't have their own icons, mutants, etc. Then a few days ago I figured out how to use 'em ingame. All my icons are at <http://rensg.federationstudios.net/RNewPTs.shtml> EDIT: And once ya figure that out it's pretty easy to figure out how to do the "official" type skins with the arrow-switching. [ April 25, 2002: Message edited by: Taximes ]

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Subject: PT hud icons

Posted by [Anonymous](#) on Thu, 25 Apr 2002 19:19:00 GMT

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Taximes UPDATE YOUR SITE!!!!!!!!!!!!!! pr have you fergotten about it

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