Subject: PTS
Posted by Anonymous on Sat, 27 Apr 2002 14:00:00 GMT
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In LevelEditor i moddifed a Humvee on the PT to an A-10 but, i cant figure out what path its reffering to for hud_cnc_G_hummer.tga is it always.dat or in my mod folder?[April 27, 2002: Message edited by: XSeth2kX]

Subject: PTS
Posted by Anonymous on Sat, 27 Apr 2002 14:12:00 GMT
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Also when i scroll down the tab on that it just puts the same filed until the end of the page

Subject: PTS
Posted by Anonymous on Sat, 27 Apr 2002 14:38:00 GMT
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bump

Subject: PTS
Posted by Anonymous on Sat, 27 Apr 2002 15:12:00 GMT
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it is in your always.dat, to do anything with ur always.dat for your mod, u need to extract the file that you r trying to work on into your MOD directory, I hope this helped