
Subject: HUD_CNC Icon/ALWAYS.DAT Questions
Posted by [Dr. Lithius](#) on Wed, 06 Jul 2005 08:37:01 GMT
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Hi.

Alright, this is gonna sound a little odd perhaps, but after thoroughly scanning both always.dat and always2.dat, I've come to a query. . . A couple of them, in fact. Also, I dig having all these MP3s in my playlist now. But anyway!

Firstly, this forum has customized icons based on the HUD_CNC purchaseable unit icons. I want to know who made them, and more importantly, would there be any chance of me getting ahold of a nice, blank 128 x 128 template? I want to make my own custom icon, but having failed finding a blank background to work with, I feel compelled to turn to here and ask for help.

Secondly. . . What is up with some of these icons? One for GDI Tiberium Mutants?(Looks like an alternate "Character Units" icon of some sort.) And what of the "i_<unit>.tga" icons? The ones that are apparently from the original Tiberian Dawn? Did Westwood Studios just put those in there for the Hell of it?

That's pretty much it. I just want a blank HUD_CNC graphic, 128 x 128 size. No unit, weapon, or team icon on it. Gold or red, either is fine. Red preferred. Thanks in advance.

Subject: Re: HUD_CNC Icon/ALWAYS.DAT Questions
Posted by [Titan1x77](#) on Wed, 06 Jul 2005 15:09:16 GMT
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[http://halo38.laeubi-soft.de/console.php?int=zcFi35DZ\[q& id=6](http://halo38.laeubi-soft.de/console.php?int=zcFi35DZ[q& id=6)

Blank texture's are there and extra icons also.

Subject: Re: HUD_CNC Icon/ALWAYS.DAT Questions
Posted by [Halo38](#) on Wed, 06 Jul 2005 17:29:38 GMT
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I'm not sure i put Taximes blank ones in there actually.

If i remember rightly i put them up on the modx but thats gone now (i think) let me search my old backed up files and I'll see what i can find.

fyi: I didn't make the blank ones, but none else seems to host them...

Subject: Re: HUD_CNC Icon/ALWAYS.DAT Questions

Posted by [reborn](#) on Wed, 06 Jul 2005 17:53:44 GMT

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I don't really know why they are there, and it is a shame they are controlled on the client, otherwise server owners could do a lot more (imagine a nice new P.T).

Subject: Re: HUD_CNC Icon/ALWAYS.DAT Questions

Posted by [Dr. Lithius](#) on Wed, 06 Jul 2005 21:27:06 GMT

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Halo38 wrote on Wed, 06 July 2005 10:29: I'm not sure I put Taximes blank ones in there actually. Ya didn't. Heh heh.

Quote: If I remember rightly I put them up on the modx but that's gone now (I think) let me search my old backed up files and I'll see what I can find. I'd appreciate that. Thank you. And thank you, Titan, for tossing that file my way. Those are some neat icons.

Subject: Re: HUD_CNC Icon/ALWAYS.DAT Questions

Posted by [Halo38](#) on Wed, 06 Jul 2005 22:28:02 GMT

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Found em!

On one of my old 2003 back up cds!

<http://laeubi.laeubi-soft.de/index.php?go=halo&sub=modfiles&tl=5>

I've actually found a lot of stuff that my interest some people I'm adding the odds and ends to the modding section of the den.

atm, just putting together a map I never finished, DM_Towers anyone remember??? well it's all finished mesh and texture wise I just got bored with setting up 36 or so teleporters that would have made it kinda fun so you guys can mess about with that if you like.

Subject: Re: HUD_CNC Icon/ALWAYS.DAT Questions

Posted by [Dr. Lithius](#) on Wed, 06 Jul 2005 23:31:50 GMT

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Absolutely awesome. Thank you, Halo! If Taxime ever comes back, I wanna thank them, too.

Edit: And there we are. It's not the prettiest custom avatar in the world, but I like it. There's a 128 x 128 version, too, but I decided to go with the 80 x 80 size used in the forum's local avatar database. I changed the "chemical cocktail" he carries to Tiberium-Green, too.

Subject: Re: HUD_CNC Icon/ALWAYS.DAT Questions

Posted by [Lijitsu](#) on Thu, 07 Jul 2005 01:53:50 GMT

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Nevermind, i thought up the wrong map. Damn ive got a poor memory.

Subject: Re: HUD_CNC Icon/ALWAYS.DAT Questions

Posted by [Dave Anderson](#) on Mon, 11 Jul 2005 04:18:32 GMT

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Quote:What is up with some of these icons? One for GDI Tiberium Mutants?(Looks like an alternate "Character Units" icon of some sort.) And what of the "i_<unit>.tga" icons? The ones that are apparently from the original Tiberian Dawn? Did Westwood Studios just put those in there for the Hell of it?

If you look in the Red Alert 2 mix files, they have voxels from Tiberian Sun in there. Alot too. I think they were used as test voxels before any of the actual Red Alert 2 voxels were made so they could see if the gameplay (unit actions, commands, gameplay, ect) worked before they started making all the units.
