Subject: applying custom PT Icon
Posted by R315r4z0r on Wed, 13 Dec 2006 20:40:07 GMT
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How do I apply a custom PT icon into the PT menu in game? I want to replace the Ion/Nuke with a C4. I put the texture in my Editor Cache, and put it in the place of where the Ion/Nuke icon should be, but in game it just shows up as a clear-clickable thing..

How do I get it to show the Icon?

Subject: Re: applying custom PT Icon
Posted by crazfulla on Thu, 14 Dec 2006 18:45:22 GMT
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sounds like it could be one of two things:

- The texture is of an incorrect format (double check ur dxt settings)
- The texture has the same name as a texture used by another map

When making maps always prefix or suffix your textures and models with somthing unique. eg I add 'craz_' to the start of mine. Otherwise it doesnt know which one to load and the texture doesnt draw in. textures on terrain/vechs/chars turn black when this happens.