Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 03:01:00 GMT
View Forum Message <> Reply to Message

Hi all,   First i want to thank all the people that helped me over the past month or so! you know who you are! my hard work has nearly paid off my new map Temple_DM is nearly complete 95\% but i got one last problem........i have added more characters to the 'secret characters section' (15 and thats just GDI!!!), created PT icons, given them the appropriate names, etc. everything works except the PT icons! i have spent so long on them it would be a shame to not include them!   I Have temped the 'character classes' (secret GDIi & Nod) and changed the icon texture file to the TGA i created (24 bit) in adobe i think i'm putting the TGA in the wrong folder?!? or putting the wrong path to the file, maybe??i'm making a .mix, i know this can be done as other people have done it.p.s Temple_DM .... it's coming and it Owns! (soon) [January 23, 2003, 03:04: Message edited by: Halo38]

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 04:10:00 GMT
View Forum Message <> Reply to Message

Try converting the texture to .dds, like the default textures are.

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 04:51:00 GMT
View Forum Message <> Reply to Message

Great any idea what the PT icon .dds settings are? I can only guess it's the standard 'dxt no alpha' and the first 'override' check box i dont see any need for alpha channels etc.But other people have done it with a normal .TGA like Neosaber with his sniper only maps he used a normal .TGA for logan, the icons just dont show up it's just blank with the name and price displayed, thanks for the helpAnyone else? [January 23, 2003, 05:10: Message edited by: Halo38]

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 05:41:00 GMT
View Forum Message <> Reply to Message

Remember Bro (halo38) to send me the map on CD so i can send it to peeps/sites i am sure carbon can put it on renegade Mods soon.Chett your loving brother (LOL)

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 06:26:00 GMT
View Forum Message <> Reply to Message

It has been a long time... we wher ein active but from now on we are back!!!We also bring the Instagib Mod back FOR C&C renegade!!!http://www.tsb-clan.2ya.com//poost

---

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 09:07:00 GMT
View Forum Message <> Reply to Message

I think that one of the best things that vould be added to renegade would be making players able to set deployable turrets and cameras etc...For example Tribes 2Does anyone know if this is possible?

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 10:11:00 GMT
View Forum Message <> Reply to Message

Very possible. I've done it twice (second time is going to be on a bigger scale: ie, bases instead of just tiny turrets).Just use the beacon cinematics in combo with either a custom scripts.dll or text scripts.

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 10:49:00 GMT
View Forum Message <> Reply to Message

Cool thx man

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 13:18:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Renny modder:Cool thx man   No problem.

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 13:23:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by NameHunter:Very possible. I've done it twice (second time is going to be on a bigger scale: ie, bases instead of just tiny turrets).Just use the beacon cinematics in combo with either a custom scripts.dll or text scripts.beacon cinematics? what's that, I have no knowledge of how beacons work

---

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 13:25:00 GMT
View Forum Message <> Reply to Message

uhm no one intrested !!!

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 13:32:00 GMT
View Forum Message <> Reply to Message

Here is a tip for you, use proper grammer and check your spelling. You can't be successful without a good public image, and online text is about all you have.But your site has a very interesting look, I may have to steal a bit of the look for my "HIVE" project.

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 14:31:00 GMT
View Forum Message <> Reply to Message

I have always thought of the idea, Good Job guys! ill D/l , but get more people and set up a server!

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 17:23:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by OrcaPilot26: quote:Originally posted by NameHunter:Very possible. I've done it twice (second time is going to be on a bigger scale: ie, bases instead of just tiny turrets).Just use the beacon cinematics in combo with either a custom scripts.dll or text scripts.beacon cinematics? what's that, I have no knowledge of how beacons work   Somewhere under Simple are post and pre cinematics for nuke and ion beacons. Those control the rain, sky, ion beam, etc. Just attach the script and it'll play the text script as soon as the cinematic starts.

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 17:43:00 GMT
View Forum Message <> Reply to Message

He wants it on CD so he can sell it hey good idea though sell your mods and that should pay 4 your 1MB line

---

Subject: Extra Character PT Icons

Posted by Anonymous on Thu, 23 Jan 2003 18:19:00 GMT
View Forum Message <> Reply to Message

ok, I'm very lost now

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 19:28:00 GMT
View Forum Message <> Reply to Message

wtf, if its so good give up some screenies.

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 23:13:00 GMT
View Forum Message <> Reply to Message

hehe this mod is an old one m8.. we made it like a year ago   but soon a new version will come
ut with 2 new maps!//Poost

Subject: Extra Character PT Icons
Posted by Anonymous on Thu, 23 Jan 2003 23:25:00 GMT
View Forum Message <> Reply to Message

selling a mod would be illegal, unless sold by the game manufacturer... so... might wanna read all
that stuff you agreed to.

Subject: Extra Character PT Icons
Posted by Anonymous on Fri, 24 Jan 2003 03:28:00 GMT
View Forum Message <> Reply to Message

Ive been here since modding tools came out. I remember this mod.

Subject: Extra Character PT Icons
Posted by Anonymous on Fri, 24 Jan 2003 03:54:00 GMT
View Forum Message <> Reply to Message

I dont want to sell this mod!?!?!?   i need an answer to the question!   can anyone help?dante
you've done it before on your tiberian evolution mod, good work by the way. can you give an
example of the path to the icon?neosaber you there? how did you get logan's pt icon to show up?
and where did you place it in terms of folders in your mod?This little problem has left me a bit
baffled?   cheersi'll get some screen shots to you soon, but you'll need to download it to
really get the full feel of the map (the music captures the atmospere)

Subject: Extra Character PT Icons
Posted by Anonymous on Fri, 24 Jan 2003 03:58:00 GMT
View Forum Message <> Reply to Message

Uhm ive done it before. PsycoArmyman@hotmail.com

Subject: Extra Character PT Icons
Posted by Anonymous on Fri, 24 Jan 2003 04:43:00 GMT
View Forum Message <> Reply to Message

LOL, i dont want to sell the map either just publish it and get it onto sum sites to download.We got thinkharders site and RenegadeMods Thx to Carbon, would anyone else want to put it on there site?I guess you want to see screenies first tho, i am sure halo will have sum for you very soon.

Subject: Extra Character PT Icons
Posted by Anonymous on Fri, 24 Jan 2003 11:52:00 GMT
View Forum Message <> Reply to Message

make sure to put a tga and dds in your mod folder, no special internal folder, just IN your mod folder, then temp a PT preset and name it exactly the same as the original.Next, go through and edit as needed, be SURE that you have named the *.tga and *.dds in this format code: hud_cnc_*.tga then enter that into the text box under "Texture"then it will work fine for you.*be sure you have a proper preset for the name, cost, and object as well.hope this helps, will also make it so you can do .mix

---

Subject: Extra Character PT Icons
Posted by Anonymous on Fri, 24 Jan 2003 23:40:00 GMT
View Forum Message <> Reply to Message

Yeah allot of ppl should know this mod   //Poost

Subject: Extra Character PT Icons
Posted by Anonymous on Sat, 25 Jan 2003 00:15:00 GMT
View Forum Message <> Reply to Message

quote:Originally posted by Halo38:neosaber you there? how did you get logan's pt icon to show up? and where did you place it in terms of folders in your mod?I forget the forums for a day and that's when someone asks for my help   I placed the .tga file in the editor cache. I think I called it hud_cnc_logan.tga, although I don't know if the naming convention mattered since I named other pt icons differently. To convert .tga to .dds I just leave the 'Compress textures on export' button pressed in Level Edit when I export a map. That takes care of the .tga to .dds conversion by itself so I don't have to worry about proper settings.   [January 24, 2003, 12:48: Message

---

edited by: NeoSaber]