Subject: Short Questions
Posted by BlueThen on Mon, 16 Apr 2007 00:44:26 GMT
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I was looking through RenegadeTextures.zip at ftp://ftp.westwood.com/pub/renegade/tools/ , and I've been looking for the HUD icon texture for nuke beacon.

Also: How do you make a string to weapon names?

Subject: Re: Short Questions
Posted by Zion on Mon, 16 Apr 2007 13:03:26 GMT
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Always.dat, take a look at .dds files prefixed with "hud_*".
Strings.tdb.