
Subject: PT Icons

Posted by [Poskov](#) on Wed, 16 Apr 2008 22:29:26 GMT

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how do you make pt icons? Esp. for Characters

Subject: Re: PT Icons

Posted by [_SSnipe_](#) on Wed, 16 Apr 2008 22:34:14 GMT

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photoshop.....

Subject: Re: PT Icons

Posted by [Poskov](#) on Wed, 16 Apr 2008 22:38:37 GMT

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that's not it, what do you use, W3D viewer or what?

Subject: Re: PT Icons

Posted by [_SSnipe_](#) on Wed, 16 Apr 2008 23:24:38 GMT

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u mean change them ingame? like a mod or serverside?

Subject: Re: PT Icons

Posted by [havoc9826](#) on Wed, 16 Apr 2008 23:43:19 GMT

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SSnipe is correct, you do need Photoshop, or some other image editing program that can save files in the .dds format (for Photoshop, download the dds plugins). To find the names of the icons you wish to replace, you'll need to open the always.dat with XCC Mixer (XCC Utilities; also, since it's missing from their page, I'm attaching the XCC DLL pack to the end of this post - it might be necessary, so put these in the same directory where you install the XCC Utilities). Start with hud_cnc_button.dds and go downward through hud_cnc_nstealthlaz.dds. I'm not sure how to make PT icons for the extra characters, or to edit the names of any of the entries, so you'd have to ask someone else for that information. Good luck.

File Attachments

1) [XCC_DLL_Pack.zip](#), downloaded 119 times

Subject: Re: PT Icons
Posted by [_SSnipe_](#) on Thu, 17 Apr 2008 00:17:13 GMT
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havoc9826 wrote on Wed, 16 April 2008 16:43SSnipe is correct.

first time I heard that

Subject: Re: PT Icons
Posted by [GrimmNL](#) on Thu, 17 Apr 2008 02:03:57 GMT
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SSnipe wrote on Wed, 16 April 2008 19:17havoc9826 wrote on Wed, 16 April 2008 16:43SSnipe is correct.

first time I heard that
also the last xD
