
Subject: PT Background
Posted by [Spyder](#) on Tue, 13 Oct 2009 15:26:02 GMT
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What's the name of the w3d file that's in the background of the Purchase Terminal?

Subject: Re: PT Background
Posted by [ErroR](#) on Tue, 13 Oct 2009 15:30:14 GMT
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there is no w3d file. it's coded in the .exe

Subject: Re: PT Background
Posted by [Spyder](#) on Tue, 13 Oct 2009 16:08:03 GMT
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any .dds file then?

Subject: Re: PT Background
Posted by [ErroR](#) on Tue, 13 Oct 2009 16:16:07 GMT
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i think it uses the same file as another back ground (menu maybe), what exactly do you want to do with it?

Subject: Re: PT Background
Posted by [Spyder](#) on Tue, 13 Oct 2009 16:23:28 GMT
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Changing the look of the purchase terminal.

Subject: Re: PT Background
Posted by [Wiener](#) on Tue, 13 Oct 2009 18:10:53 GMT
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I remember that there is a dds for each terminal needed. e.g. bar_pct_master.dds

not entirely sure tho

Subject: Re: PT Background
Posted by [ErroR](#) on Tue, 13 Oct 2009 19:52:59 GMT
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DimitryK wrote on Tue, 13 October 2009 19:23 Changing the look of the purchase terminal.
you CAN re arrange it by using resource hacker, by editing the .exe

Subject: Re: PT Background
Posted by [Spyder](#) on Tue, 13 Oct 2009 20:06:14 GMT
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ErroR wrote on Tue, 13 October 2009 21:52 DimitryK wrote on Tue, 13 October 2009
19:23 Changing the look of the purchase terminal.
you CAN re arrange it by using resource hacker, by editing the .exe

Ok, so I found the PT stuff in the .exe using resource hacker.
Now I removed the numbers of each 'button'.

Unfortunately, when I save the file, my game crashes on accessing the pt. So I don't think it's
working.

Also, there is no image file specified as a background for the pt.
So I will need to look into that too.

Subject: Re: PT Background
Posted by [ErroR](#) on Wed, 14 Oct 2009 10:35:10 GMT
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DimitryK wrote on Tue, 13 October 2009 23:06 ErroR wrote on Tue, 13 October 2009
21:52 DimitryK wrote on Tue, 13 October 2009 19:23 Changing the look of the purchase terminal.
you CAN re arrange it by using resource hacker, by editing the .exe

Ok, so I found the PT stuff in the .exe using resource hacker.
Now I removed the numbers of each 'button'.

Unfortunately, when I save the file, my game crashes on accessing the pt. So I don't think it's
working.

Also, there is no image file specified as a background for the pt.
So I will need to look into that too.

if you delete anything from the pt it crashes. i think it only crashes when you delete the chat
boxes. If you want something out, simply move it off the screen

Subject: Re: PT Background

Posted by [Spyder](#) on Wed, 14 Oct 2009 11:46:21 GMT

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I have been checking this out a bit, and I found out that the w3d used in the PT background is just the regular background. So it is changeable. For the rest, I have succeeded in removing several items from the PT by changing their string names etc.

At this very moment I'm going to search the file for more interesting stuff using a more advanced resource hacker.
