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Subject: pt skins - logo

Posted by [FlaminGunz](#) on Mon, 09 Nov 2009 02:59:16 GMT

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hi guys

i making some pt skins, however the damn logo in the corner kind of blocks a good portion of anything i put on there

how can i get rid of that?

thanks

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Subject: Re: pt skins - logo

Posted by [Altzan](#) on Mon, 09 Nov 2009 04:36:37 GMT

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sgipo wrote on Sun, 08 November 2009 18:59hi guys

i making some pt skins, however the damn logo in the corner kind of blocks a good portion of anything i put on there

how can i get rid of that?

thanks

I'm not sure you can - I just design the PT skin to accommodate the space.

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Subject: Re: pt skins - logo

Posted by [Spyder](#) on Mon, 09 Nov 2009 09:32:57 GMT

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sgipo wrote on Mon, 09 November 2009 03:59hi guys

i making some pt skins, however the damn logo in the corner kind of blocks a good portion of anything i put on there

how can i get rid of that?

thanks

You need to edit the PT for every building and then re-export it from RenX.  
The icon is a separate mesh within the pt that can be deleted.

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Subject: Re: pt skins - logo

Posted by [FlaminGunz](#) on Tue, 10 Nov 2009 01:40:17 GMT

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hey, seems complex for me but il try and give it ago

i had another question il just ask here, rather than start a new topic

im trying to change some other skins as well, like maybe the building walls or a soldiers face

there all dds files, but when i tried to use a edited havic skin. it didnt change anything ingame

just wondering if there is something else that has to be done or how they should be saved from photoshop

im only using the ones i extract from xcc mixer, but im missing something

help please

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Subject: Re: pt skins - logo

Posted by [samous](#) on Wed, 11 Nov 2009 01:09:53 GMT

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well, there are like 6 havoc skins, not all of them work. 1 i think was never used, 1 is called havoc, but is used for a dif char, and the other 4 are the 4 different types of havoc. So, make sure you have the right .dds file, and that it is saved in .dds format.

What is the EXACT name of the file? I might be able to tell you if it is right or not.

=samous

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