
Subject: Extra Character PT Icons

Posted by [Anonymous](#) on Sat, 25 Jan 2003 00:15:00 GMT

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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]
