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Subject: PT hud icons

Posted by [Anonymous](#) on Thu, 25 Apr 2002 17:49:00 GMT

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i think the .tga is a different formula (or something like that) because when i saved my texture, (which was originally taken from always.dat) i couldnt use it on my map. Wierd. I think they got a secret decoder. either that or specified limits to the file type.

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