Subject: Re: Basic LevelEdit Question
Posted by cpjok on Wed, 12 Mar 2008 23:17:30 GMT
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rrutk wrote on Wed, 12 March 2008 16:19got it working.

OMG, is this pretty cool!!)

ok, 1 question agin:

where and how to insert my own purchase-terminal-icons, so i'm able to buy the vec on PT?

actually i've just inserted the vec into the map.

I want it additional in the extras with icon (fnkqrrm).

good ping anyway the icon hasto be a .dds file then to add own pt icon go to

then click Nod Vehicles Or GDI Press Temp Go To Empty Space And if want it in extras click Vehicles NOD Secret Or GDI Secret and add in there
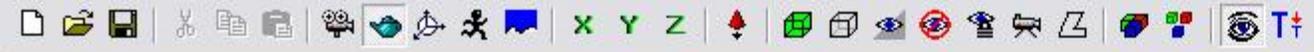

there it says puticonhere.dds put the name of the tga file there or dds file there with .dds on end of it name it add object add price name new temp file and click ok then its done save map go on game and test it shouldlook like this but your icon

File Attachments
1) 1.JPG, downloaded 875 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets

2) 2.JPG, downloaded 861 times

Untitled - Commando Level Editor

File Edit View Object Vis Pathfinding Lighting Sounds Camera Strings Presets

Edit object

General Settings Dependencies

Name

Cost 0

Texture
putsiconhere.dds

Object

Alt Texture 1

Alt Object 1

Alt Texture 2

Alt Object 2

Alt Texture 3

OK   Cancel

3) like this.JPG, downloaded 867 times