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 seperate mesh within the pt that can be deleted.