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Subject: Re: Custom Dialog Boxes

Posted by [saberhawk](#) on Mon, 01 Mar 2010 13:01:58 GMT

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Good-One-Driver wrote on Mon, 01 March 2010 00:43/back to topic

yes it can be done I've seen it before it's either a .dds file or .tga, I'm guessing its not a w3d because it isn't a model so either tga or dds

Yes, the longbow icon is indeed a .tga or .dds texture. The rest is handled in code.

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