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Subject: Domination Icons

Posted by [General Havoc](#) on Sat, 07 Feb 2004 10:54:12 GMT

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The Neutral one is in fact a spinningmesh like the others, look at the video. I'll probably do something, like you said to it as it is a little plain at the moment.

I'll give the hologram effects a go. Stonerook wrote that tutorial that shows you how to do the "PT" effects on other objects, that may be of use to me. I have no idea how to make my textures have an alpha channel so they are transparent. I used the "screen" shader for the WS logo one.

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