
Subject: How do I add icons to the PT?

Posted by [greenirrad](#) on Wed, 28 Apr 2010 12:25:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

I saw some mods that add custom units to the PTs. I would like to add the GDI prisoner as a unit at my mod. I want to make a small arrow near the GDI soldier, so you will be able to switch images like with havoc or mobius. How can I do it?

Subject: Re: How do I add icons to the PT?

Posted by [Gen_Blacky](#) on Wed, 28 Apr 2010 18:01:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

Seriously start using renhelp.

The New Renhelp

<http://www.renegadehelp.net/>

The old renhelp

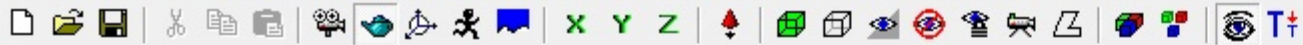
<http://renhelp.laeubi-soft.de/>

A backup of renhelp

<http://www.pokemonca.net/rh/index.php?mod=Tutorials>

File Attachments

1) [blah.jpg](#), downloaded 372 times



Edit object

General Settings Dependencies

Team

Team

—Entry 1—

Name

Cost

Texture

Object

Alt Texture 1

Alt Object 1

Alt Texture 2