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Subject: 171 PT Avatars!!!!!! @ Dante's Mod Exchange

Posted by [Halo38](#) on Tue, 11 Mar 2003 17:17:48 GMT

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<http://modx.renevo.com/showthread.php?s=&threadid=140>

If you look on the mod exchange there are some blanks too, have a go at creating your own if you can't find anything you like (but with 171 i'm sure you can find something )

Edit: Try keep 'em small 80x80 pixels i have used so the site don't slow down too much.

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Subject: 171 PT Avatars!!!!!! @ Dante's Mod Exchange

Posted by [Griever92](#) on Wed, 12 Mar 2003 00:02:01 GMT

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great, might even try to use these in a mod.

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Subject: 171 PT Avatars!!!!!! @ Dante's Mod Exchange

Posted by [Halo38](#) on Wed, 12 Mar 2003 15:38:48 GMT

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Griever92great, might even try to use these in a mod.

:rolleyes: these are avatars, they are 62.5% scales of the originals and won't fit the Pt screens if you scale them up they will look awful. but it's up to you

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Subject: 171 PT Avatars!!!!!! @ Dante's Mod Exchange

Posted by [Cpo64](#) on Wed, 12 Mar 2003 23:27:01 GMT

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well that sucks, what about unsized versions?

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Subject: 171 PT Avatars!!!!!! @ Dante's Mod Exchange

Posted by [General Havoc](#) on Wed, 12 Mar 2003 23:29:30 GMT

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Most (all?) of the icons you see there are stored in the always.dat and can be extracted using XCC then converting them to TGA. They converted the icons to jpg format so they are small in size and idea for froums like these. You can see mine below.

\_General Havoc

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Subject: 171 PT Avatars!!!!!! @ Dante's Mod Exchange  
Posted by [Cpo64](#) on Wed, 12 Mar 2003 23:31:31 GMT  
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I new that, but I am lazy.

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Subject: 171 PT Avatars!!!!!! @ Dante's Mod Exchange  
Posted by [Halo38](#) on Thu, 13 Mar 2003 19:25:14 GMT  
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Quote:They converted the icons to jpg format so they are small in size and idea for froums like these.

Cpo64I new that, but I am lazy.

General havoc owns all with that comment

I have noticed that people are wanting the original icons too i'll put them (ALL 171) together for your convenience soon in .dds format so all you have to do is rename them..... after i'm done with the teleporters.

FYI:- I converted ALL 171, Taximes just created his.

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