
Subject: Editing the spining nuclear wheel.
Posted by [TheGunrun](#) on Tue, 26 Aug 2003 19:38:07 GMT
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How do i change that nuclear looking spinning wheel thing to look like something else?

Subject: Editing the spining nuclear wheel.
Posted by [maytridy](#) on Tue, 26 Aug 2003 19:49:42 GMT
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What the hell is the "nuclear looking spinning wheel thing" ?

Subject: Editing the spining nuclear wheel.
Posted by [spreegem](#) on Tue, 26 Aug 2003 20:01:23 GMT
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maytridyWhat the hell is the "nuclear looking spinning wheel thing" ?

Good question.

Subject: Re: Editing the spining nuclear wheel.
Posted by [Sk8rRIMuk](#) on Tue, 26 Aug 2003 20:03:14 GMT
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TheGunrunHow do i change that nuclear looking spinning wheel thing to look like something else?

Very vague indeed.... have you any more details?

Subject: Editing the spining nuclear wheel.
Posted by [Halo38](#) on Tue, 26 Aug 2003 20:13:59 GMT
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I can't belive I have to use this again.....

Subject: Editing the spining nuclear wheel.
Posted by [TheGunrun](#) on Tue, 26 Aug 2003 20:44:37 GMT
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It's that wheel in the backround of renegade that spins clock wize that looks like a blue print and a warning nuclear hazerd sign.

Subject: Editing the spining nuclear wheel.
Posted by [Gernader8](#) on Tue, 26 Aug 2003 20:55:46 GMT
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edit the texture "if_circle01.dds" or "if_circle02.dds"

I forgot which one it is

Subject: Editing the spining nuclear wheel.
Posted by [maytridy](#) on Tue, 26 Aug 2003 21:16:56 GMT
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LOL. "Nuclear looking".....:rolleyes:

Subject: Editing the spining nuclear wheel.
Posted by [YSLMuffins](#) on Wed, 27 Aug 2003 04:16:48 GMT
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Oh, he's talking about the main menu screen. It's the thing that spins around in the background.

Subject: Editing the spining nuclear wheel.
Posted by [Deafwasp](#) on Wed, 27 Aug 2003 05:44:58 GMT
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another day in heaven.

Subject: Editing the spining nuclear wheel.
Posted by [General Havoc](#) on Wed, 27 Aug 2003 11:41:15 GMT
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Why didn't he say "how do I edit the spinning graphics in the background of the title screen?" It would have been much easier and we could have understood what he was on about in the first post.

Subject: Editing the spining nuclear wheel.

Posted by [maytridy](#) on Wed, 27 Aug 2003 12:51:10 GMT

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I'm not sure how....but you may want to start by looking for it in the always.dat and extracting it.

Subject: Editing the spinning nuclear wheel.

Posted by [Griever92](#) on Thu, 28 Aug 2003 23:24:54 GMT

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General HavocWhy didn't he say "how do I edit the spinning graphics in the background of the title screen?" It would have been much easier and we could have understood what he was on about in the first post.

+ the fact that anyone who plays Renegade would know what he's talking about

Subject: Editing the spinning nuclear wheel.

Posted by [Skier222](#) on Fri, 29 Aug 2003 00:36:15 GMT

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i doubt that u can edit that at all. all it is, is just an movie of wht evr that thing is spinning. the only thing i can think of is, finding that movie then changing the Color Balance of it.

Subject: Editing the spinning nuclear wheel.

Posted by [Gernader8](#) on Fri, 29 Aug 2003 01:29:47 GMT

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Skier222i doubt that u can edit that at all. all it is, is just an movie of wht evr that thing is spinning. the only thing i can think of is, finding that movie then changing the Color Balance of it.

You can edit it, the background is just a form of a w3d. And if you want proof you can change it, I can provide it.
