
Subject: Extra Character PT Icons

Posted by [Anonymous](#) on Thu, 23 Jan 2003 03:01:00 GMT

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Hi all, First i want to thank all the people that helped me over the past month or so! you know who you are! my hard work has nearly paid off my new map Temple_DM is nearly complete 95\% but i got one last problem.....i have added more characters to the 'secret characters section' (15 and thats just GDI!!!), created PT icons, given them the appropriate names, etc. everything works except the PT icons! i have spent so long on them it would be a shame to not include them! I Have temped the 'character classes' (secret GDI & Nod) and changed the icon texture file to the TGA i created (24 bit) in adobe i think i'm putting the TGA in the wrong folder?!? or putting the wrong path to the file, maybe??i'm making a .mix, i know this can be done as other people have done it.p.s Temple_DM it's coming and it Owns! (soon) [January 23, 2003, 03:04: Message edited by: Halo38]
