
Subject: Re: Basic LevelEdit Question

Posted by [cpjok](#) on Wed, 12 Mar 2008 23:17:30 GMT

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rrutk wrote on Wed, 12 March 2008 16:19got it working.

OMG, is this pretty cool!!)

ok, 1 question agin:

where and how to insert my own purchase-terminal-icons, so i'm able to buy the vec on PT?

actually i've just inserted the vec into the map.

I want it additional in the extras with icon (fnkqrrm).

good ping anyway the icon hasto be a .dds file then to add own pt icon go to

then click Nod Vehicles Or GDI Press Temp Go To Empty Space And if want it in extras click Vehicles NOD Secret Or GDI Secret and add in there

there it says puticonhere.dds put the name of the tga file there or dds file there with .dds on end of it name it add object add price name new temp file and click ok then its done save map go on game and test it shouldlook like this but your icon

File Attachments

1) [1.JPG](#), downloaded 776 times



Untitled - Commando Level Editor

File

Edit

[View](#)

Object

Vis

Pathfinding

Lighting

Sounds

Camera

Strings

Presets

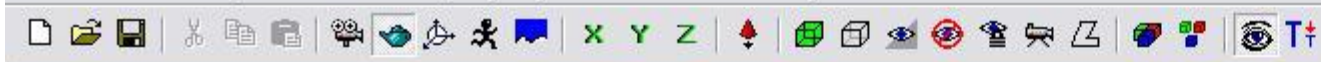


Obs

Atte

Atte

2) [2.JPG](#), downloaded 766 times



Edit object

General Settings Dependencies

Name

Cost 0

Texture
putsiconhere.dds

Object

Alt Texture 1

Alt Object 1

Alt Texture 2

Alt Object 2

Alt Texture 3

OK Cancel D

3) [like this.JPG](#), downloaded 769 times

