
Subject: Purchase Terminals ?

Posted by [ashmew2](#) on Mon, 29 Oct 2007 11:26:26 GMT

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

Hi

Can Plz any1 explain to me where do i find the textures which show up on the GDI/NOD Pts when u go to buy a character and vehicles and stuff.

I need the textures name dlike hud_cnc_"something".tga

Where can i find them ? I tried opening Always.dat of both demo and full version renegade but i couldnt find them there. (I used RenegadeEx)

Thanks

Subject: Re: Purchase Terminals ?

Posted by [Lone0001](#) on Mon, 29 Oct 2007 16:14:01 GMT

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

Try opening up LE and looking for it in it, I'm not sure what it is off the top of my head.

Or just wait a little bit and I'm sure someone will reply with the answer...

Subject: Re: Purchase Terminals ?

Posted by [Lone0001](#) on Mon, 29 Oct 2007 20:48:54 GMT

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

Sorry for double post(for those who fuss about it)

if u look in the presets list look for Object>Simple>CnC Objects

you should find what ur looking for there im not sure exactly what you want so just have a look there.

Subject: Re: Purchase Terminals ?

Posted by [R315r4z0r](#) on Mon, 29 Oct 2007 20:52:44 GMT

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

Looking there will just get him to the purchase terminal itself. The physical object.

What he is looking for are the textures, which are apart of the structure the PT model is attached to.

I suggest finding the names from the structures, and then extracting them from Always with XCC mixer.

Subject: Re: Purchase Terminals ?
Posted by [Tankkiller](#) on Mon, 29 Oct 2007 22:10:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

If I remember right, the extension for the pt textures are tga. If that can help.

Subject: Re: Purchase Terminals ?
Posted by [ashmew2](#) on Tue, 30 Oct 2007 08:51:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks for the great answers guys and i think i have gotten myself somewhere now. I have found all the textures i wanted , problem is all are in dds format ,....can i use it directly in level edit or do i convert them to tga ?

Plus i need one more piece of advice..im editing the C&C_Under.lvl into a mix map...how do i edit the Pts so that they show up in the map ? Like i want to add/remove characters which are buyable from my mix map...how do i go about it ?

Thanks

Subject: Re: Purchase Terminals ?
Posted by [ashmew2](#) on Tue, 30 Oct 2007 09:18:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

err...i wanted it for the mix map im working on not to pimp my own game..

Plus i found all the TGAs from Xcc\Utilities folder

Now one more thing , if i want to edit the textures , should i put the tga in

%\Level Edit\Mod name\ ?

and in level edit juse use the name of the texture file directly ?

Subject: Re: Purchase Terminals ?
Posted by [Scrin](#) on Tue, 30 Oct 2007 09:38:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

renalpha wrote on Tue, 30 October 2007 03:10 ur skinned shit.

yes ur.....

Subject: Re: Purchase Terminals ?
Posted by [ashmew2](#) on Tue, 30 Oct 2007 11:34:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Also...how to change the texture which shows as "Characters" and "Vehicles" on the PT using Level Edit ?
Thanks

Subject: Re: Purchase Terminals ?
Posted by [IronWarrior](#) on Tue, 30 Oct 2007 12:53:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, that buy menu is pretty cool.

Subject: Re: Purchase Terminals ?
Posted by [havoc9826](#) on Tue, 30 Oct 2007 14:30:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

renalpha wrote on Tue, 30 October 2007 07:25IronWarrior wrote on Tue, 30 October 2007 05:53Ok, that buy menu is pretty cool.
ya im stunned...
Are you two talking about the background, the purchase icons, or both? The icons are indeed very nice, but the background's from Reborn 2003.

Subject: Re: Purchase Terminals ?
Posted by [Scrin](#) on Tue, 30 Oct 2007 16:43:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

havoc9826 wrote on Tue, 30 October 2007 08:30renalpha wrote on Tue, 30 October 2007 07:25IronWarrior wrote on Tue, 30 October 2007 05:53Ok, that buy menu is pretty cool.
ya im stunned...
Are you two talking about the background, the purchase icons, or both? The icons are indeed very nice, but the background's from Reborn 2003.
i didnt say nothink about green planet "reborn background" its was from first reborn yes

and this is from new reborn
lol if you saw my character icons-you got insult....so gg

Subject: Re: Purchase Terminals ?
Posted by [ashmew2](#) on Wed, 31 Oct 2007 17:54:04 GMT

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

guys arent we going a bit off the topic here ??

Subject: Re: Purchase Terminals ?

Posted by [The Elite Officer](#) on Thu, 01 Nov 2007 12:43:36 GMT

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

ashmew2 wrote on Tue, 30 October 2007 07:34Also...how to change the texture which shows as "Characters" and "Vehicles" on the PT using Level Edit ?

Thanks

You have to update that in the "General" setting tab at the bottom of LE. So something like "Global Settings--->Purchase Settings---->Then modify the stuff in there" And isnt the PCT skin in always.dat or something like that> hud_cnc_pct_nod.tga or something like that. There was a tread about this poster before. And BTW love the skinned PCT, nice job ^^
