Subject: Purchase Terminals Posted by Vy7a1 on Sun, 09 Mar 2003 18:33:43 GMT View Forum Message <> Reply to Message

How Do You Make Thos Kool Icons

Subject: Purchase Terminals Posted by Captkurt on Sun, 09 Mar 2003 19:35:41 GMT View Forum Message <> Reply to Message

Can you be more Specific? what ICONs?

Subject: Purchase Terminals Posted by Halo38 on Sun, 09 Mar 2003 22:10:43 GMT View Forum Message <> Reply to Message

like mine?

Subject: Purchase Terminals Posted by Vy7a1 on Sun, 09 Mar 2003 22:15:08 GMT View Forum Message <> Reply to Message

yeah like halos

Subject: Purchase Terminals Posted by Halo38 on Sun, 09 Mar 2003 22:21:26 GMT View Forum Message <> Reply to Message

Vy7a1yeah like halos

What do you want to use it as?

An avatar (like mine)

Or do you want to make a PT icon for a mod/skin of a character you have just made?

Download my Temple_DM (click below) and look at the 'extra' characters too, to see more examples.

Subject: Purchase Terminals

as a pt icon and, yeah as a pt icon so how do i do it?

Subject: Purchase Terminals Posted by Halo38 on Sun, 09 Mar 2003 23:04:36 GMT View Forum Message <> Reply to Message

Vy7a1as a pt icon and, yeah as a pt icon so how do i do it?

as a Pt icon and as a Pt icon...... o.....k.....they seem like the same thing to me

Go to this link --> http://skinners.cncseries.com/ <-- (best place to learn skinning and all stuff about basic 2D design/making read the tutorials and they will tell you about the programs you need

secret but i tell you anyway i'm going to bring out a very very large avatar pack soon (week ish) with lots of PT icons same size as mine if your just looking for an avatar i can garantee you can find something in there you like.

For a PT icon you need to take a screen shot of your character in game and cut round it and put it on a blank PT icon and save it as a .dds find out how on the site above (i have some blanks made by Taximes, ill realise them on the mod exchange soon as his creation, as i don't think he comes by this way anymore). cant get them to you yet as not at my computer but will do soon.

Subject: Purchase Terminals Posted by Vy7a1 on Sun, 09 Mar 2003 23:07:45 GMT View Forum Message <> Reply to Message

k thanks, it for more info on this

Subject: Purchase Terminals Posted by Halo38 on Tue, 11 Mar 2003 15:47:43 GMT View Forum Message <> Reply to Message

Those blank Pt Icons are at the mod exchange give credit to Taximes not me!

--> http://modx.renevo.com/showthread.php?s=&threadid=138 <--

Subject: Purchase Terminals Posted by Vy7a1 on Tue, 11 Mar 2003 21:00:38 GMT ...now i got one i want and uploaded it over at n00bstories at my friends comp and now, i can't see it :twisted: why not!? i have tried putting .jpeg and .gif at end but so far neither work...maybe if i just don't put anything there... :rolleyes:

Subject: Purchase Terminals Posted by Vy7a1 on Tue, 11 Mar 2003 21:37:44 GMT View Forum Message <> Reply to Message

hmmm i had it once than i edited now im trying again but i think i got it so don' worry

As for using it as a Purchase Terminal Icon, do i just copy it into my data directory like skins?

Subject: Purchase Terminals Posted by Vy7a1 on Tue, 11 Mar 2003 21:43:16 GMT View Forum Message <> Reply to Message

o and thanks for the pt icons you 2 (Taximes, Halo38) i appreciate it.

Subject: Purchase Terminals Posted by Halo38 on Wed, 12 Mar 2003 14:50:44 GMT View Forum Message <> Reply to Message

Vy7a1hmmm i had it once than i edited now im trying again but i think i got it so don' worry

As for using it as a Purchase Terminal Icon, do i just copy it into my data directory like skins?

No these Avatars i made/converted are the wrong format and wrong size to be converted to the proper format go to the cnc skinners link above and learn about skinning, you will need adobe photoshop or jascal paintshop and the DXT tools the principle is the same you make the icons using the blanks on the mod exchange and a screen shot of your character you then save it as a .dds using the settings in the tutorials on cnc skinners and name your icon to that of the one you want to replace in renegade hud_cnc_'icon name'.dds get Xcc mixer to extract some icons and renegade skins. from the always.dat

This is all i can help you with as i'm a mapper not really a skinner skinners is the best place to learn (where i learned 90% of my skinning knowledge) as far as i know you can e-mail them with any questions you have and they will help you.

Good luck

thanks Taximes and Halo38 for these avatar...things....i'll try to make good use of em :bigups: :mrgreen:

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