

Make a Avatar

What we are going to do:

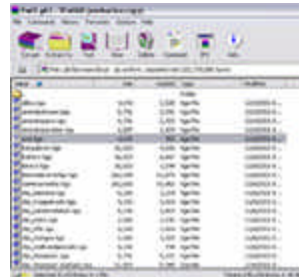
An Avatar is the symbol above your guys head as you play either Axis or Allied. Well w/help 1
[:KAC:Ryan](#) we can now change/alter that!

Get Going!

Okay, u will need Photoshop and winzip or winrar.

Okay go to "mohaa\main" and open the pak1.pk3 file w/winzip or winrar.

Then go to "textures" "hud" and select the axis.tga file:



Drag it to your desktop and open it w/Photoshop. I am using Photoshop 7.

When u open it, it should look like this:



Zoom in and edit it however you want to!

Mine looks like this:



Now go to "file" "save as" and go to your desktop and save it as axis.tga, it will ask you if you want to replace it, just hit yes! Then choose 32 bit!

Good!

Now open PakScape and make a directory "textures" and inside it, put "hud" and inside hud, put your axis.tga file:



Now save it as "user-WHATEVERYOUWANTHERE.pk3" Make sure you have the "user-" when you save it!

Okay great! Open Medal of Honor, go to any multiplayer team deathmatch game and your avatar will be different!



