

Tutorials - Changing Your own Avatar

An Avatar is the symbol that appears above you and your teammates heads in a multiplayer teamplay game. For the Allies it's the Star and for the Axis it's the Black cross. With the help of this tutorial you will be able to change these symbols. Please note that only you will be able to see the changes unless other people have downloaded the file, which you are about to create.



The Allies Symbol The Axis Symbol

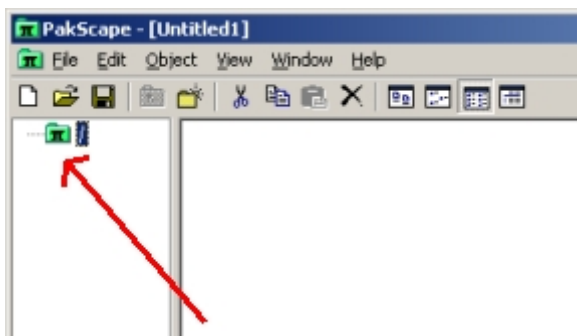
To pull this off you will need two programs, PakScape and an image manipulation program such as corel or photoshop. You can download PakScape by clicking [here](#), for more information on PakScape and what it does click [here](#).

Go to the "mohaa\main" directory and use PakScape to open the file called "pak1.pk3". Then go to "textures/hud" and select the axis.tga or allies.tga file (dependent on which one you want to change), drag it to your desktop and open it with your image manipulation program, alter it to however you want it to look in the game and then save it (don't alter the filename though, it should still remain either allies.tga or axis.tga dependent on which one you have opened). Mine looks like this:

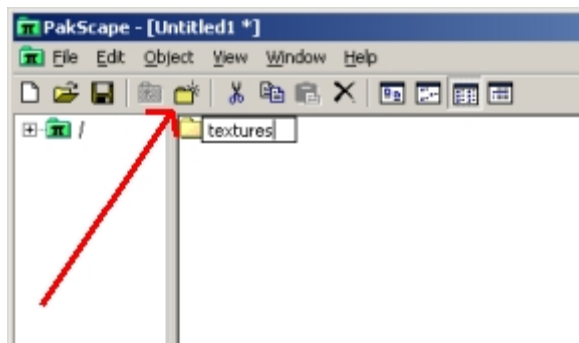
My Altared Avatar

Click [here](#) to download my avatar.

Now open PakScape and go to "File", "New", click on the green folder in the top left corner as indicated by the red arrow in the image below....



Now you need to create a folder called "textures", to do this click on the new folder symbol as indicated by the red arrow again in the image below...



Double click the "textures" folder that you have just created and create another folder within it called "hud". This is where you want to store your altered image (allies.tga or axis.tga), to do this simply drag it across and place it in the folder. Now you must save your new file as "user-modifications.pak3", to do this go to "File", "SaveAs" as indicated in the image below, please note: you can replace modifications in the file name with whatever you like as long as the "user-" part is in tact.

And thats it! Not as daunting as you thought is it? You have just taken your first step as a modder, now when you go into a teamplay game you should see your new avatar hovering above your commrads heads. If your'e having any trouble with this tutorial then please email me at zagz@ntlworld.com and I will try my best to help you.