
Subject: Re: Small things that need fixing
Posted by [Slave](#) on Tue, 01 Jul 2008 22:55:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

That happened to me when I added a new gun to a map. When exported as pkg, the hud icon went fubar, when exported to mix it worked just fine.

Also, when using a custom hud.ini to decorate the menus, everythnig works fine when using 2.92. However, when using 3.x, on the purchase screens, only the shadows of text appear.

Edit: While looking at the image, I also noticed the Cost x2 text below the powerplant status.

File Attachments

1) [purchese.jpg](#), downloaded 570 times

2.92

FPS - 60, 100%

1



175

GDI Officer

2



225

Rocket Soldier Officer

3



150

Sydney



4



500

Deadeye

5



400

Gunner

6



450

Patch

7



1000

Havoc

8



1000

Sydney

9



1000

Mobius

0



350

Hotwire

Back

Credits: 100015

Buy

3.x

FPS - 60, 100%

1



175

GDI Officer

2



225

Rocket Soldier Officer

3



150

Sydney



4



500

Deadeye

5



400

Gunner

6



450

Patch

7



1000

Havoc

8



1000

Sydney

9



1000

Mobius

0



350

Hotwire

Back

Credits: 100013

Buy