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Subject: Re: Small things that need fixing  
Posted by [Slave](#) on Tue, 01 Jul 2008 22:55:47 GMT  
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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.

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#### File Attachments

1) [purcheese.jpg](#), downloaded 467 times

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2.92

FPS = 60. 100% = 0

1



175

GDI Officer

2



225

Rocket Soldier Officer

3



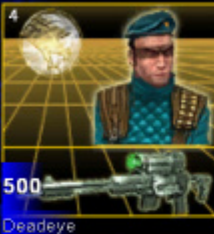
150

Sydney



Cost x2

4



500

Deadeye

5



400

Gunner

6



450

Patch

7



1000

Havoc

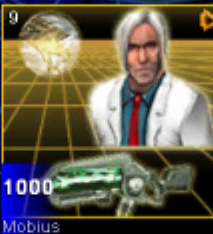
8



1000

Sydney

9



1000

Mobius

0



350

Hotwire

Back

Credits: 100015

Buy

3.x

FPS = 60. 100% = 0

1



175

GDI Officer

2



225

Rocket Soldier Officer

3



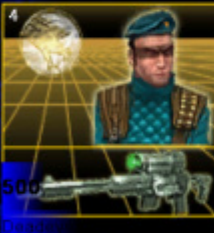
150

Sydney



Cost x2

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Gunner

6



450

Patch

7



1000

Havoc


8



1000

Sydney

9



1000

Mobius

0



350

Hotwire

Back

Credits: 100013

Buy