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Subject: Re: Strange Bug/Glitch  
Posted by [Veyrdite](#) on Sun, 20 Jul 2008 05:58:17 GMT  
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It happens with all custom HUD images.  
The renegade engine doesn't read them correctly the first time around. Try using DDS file format instead of TGA.

The same thing happens on the RP2 bot-maps and any custom HUD image I've ever tried making.

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