Subject: Re: Beta GDI Mutants
Posted by Poskov on Sun, 09 Nov 2008 22:02:29 GMT
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Dude, of course there are inconsistencies,
why look deadeye's sniper icon compared to the weapon's icon.

(Circled in red means differences)

and, notice how in the gdi mutant hud,
the mutant officer's eye is gold not red.

PS, the gdi mutant super soldier does have a 10 on its breastplate,
the triangle on its sholder pad is not visible in the icon.
It is also obvious that the mutants in the hud icon are reversed.

Of course these aren't in the always.dat, if EA left all their beta stuff in always.dat people would be celebrating.

File Attachments

1) 1.JPG, downloaded 952 times

2) hud_sniperock.JPG, downloaded 832 times

3) hud_cnc_gdeadeye.JPG, downloaded 866 times