
Subject: Re: Beta GDI Mutants

Posted by [Reaver11](#) on Mon, 10 Nov 2008 07:21:35 GMT

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Poskov wrote on Sun, 09 November 2008 16:02Dude, 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 shoulder 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.

When I looked at the four mutants on this hudiconbar I was wondering why the eye appeared so gold and I found the answer it is not the same hudiconbar as I had posted this one has been edited.

Edited link

<http://www.renegadeforums.com/index.php?t=getfile&id=7978&private=0>

Original link

<http://i56.photobucket.com/albums/g161/BrianOcho/mutants.jpg>

This might be because he quoted it but let's look closely with a paint program ->

This is Poskov's mutant from his bar. Look at how the color has become brownish inside the eye

This is the original that I posted ->

You can see clearly that there is more red in it. If you want to see the original for yourself check in the renegadedemo always.dat

I have uploaded these hudicons if you want to see them. (they are in original form .dds etc)

I must say I keep on wondering if these skins are original. Especially when you edit the hud icon.

Edit: I see I didnt zoom in enough on the bottom one I will do it later.

File Attachments

1) [originalmutantshuds.zip](#), downloaded 138 times
