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Subject: Re: Bug with custom HUD icons

Posted by [StealthEye](#) on Thu, 19 Mar 2009 22:27:36 GMT

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Both are MIX archives. The main difference is that always.dat and similar files are available at game start and "always" loaded. The .mix packages for maps and .pkg files for mod packages otoh are opened when a game with that mod/map is started. I assume the hud.ini is loaded on game start so including it in the always files may work, but including it in a .pkg does not.

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