
Subject: Whats wrong with that HUD icon?
Posted by [rrutk](#) on Tue, 17 Feb 2009 17:23:50 GMT
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Whats wrong with that HUD icon / its alpha cannel?

Strange green lines shown instead of icon after purchase of that airstrike flare beacon (1).

after i bought a nuke beacon additionally, all seems to be ok (2)?

See here:

(1)

(2)

File Attachments

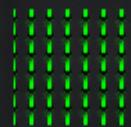
1) [alphal.jpg](#), downloaded 990 times

7

8

9

0

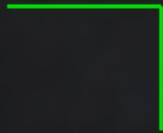


	Team	Score
0	GDI	0
1	Nod	0
	Player	Score
1.	PCI	0

↑ 2



**after flare purchase,
before nuke purchase**



lications Center

ok



lits: 99175

Remaining: 01:58:39

2) [alpha2.jpg](#), downloaded 961 times



Subject: Re: Whats wrong with that HUD icon?

Posted by [Genesis2001](#) on Tue, 17 Feb 2009 17:44:06 GMT

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O.O

Never thought of doing that.

Anyway, I suppose it's because the flare isn't meant to be shown like that? (maybe, lol..)

Subject: Re: Whats wrong with that HUD icon?

Posted by [ErroR](#) on Tue, 17 Feb 2009 17:50:14 GMT

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if u pause the game and then resume it must reload all the textures and look normaly

Subject: Re: Whats wrong with that HUD icon?

Posted by [Slave](#) on Tue, 17 Feb 2009 18:05:03 GMT

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this is a pkg mod, isn't it?

Subject: Re: Whats wrong with that HUD icon?

Posted by [ErroR](#) on Tue, 17 Feb 2009 18:30:44 GMT

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i believe it's the virtual museum mod which is a pkg

Subject: Re: Whats wrong with that HUD icon?

Posted by [YazooGang](#) on Tue, 17 Feb 2009 19:52:59 GMT

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I'm sure omars topic might help!

http://www.renegadeforums.com/index.php?t=msg&goto=341740&rid=24114#msg_341740

Subject: Re: Whats wrong with that HUD icon?

Posted by [rrutk](#) on Tue, 17 Feb 2009 20:35:37 GMT

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YazooGang wrote on Tue, 17 February 2009 13:52 I'm sure omars topic might help!

http://www.renegadeforums.com/index.php?t=msg&goto=341740&rid=24114#msg_341740

thx. it doesn't help, but it explains the bug

"The weapons only want you to die once before they display"

Subject: Re: Whats wrong with that HUD icon?

Posted by [Genesis2001](#) on Wed, 18 Feb 2009 04:34:53 GMT

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What causes it? pkg-mods? (too lazy to read that post)

Subject: Re: Whats wrong with that HUD icon?

Posted by [Omar007](#) on Wed, 18 Feb 2009 08:26:16 GMT

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No it wasn't a PKG in my topic :S

Also i never knew what caused it

Subject: Re: Whats wrong with that HUD icon?
Posted by [rrutk](#) on Wed, 18 Feb 2009 23:06:21 GMT
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but someone sure solved it. otherwiese customs huds couldnt exist???

Subject: Re: Whats wrong with that HUD icon?
Posted by [Slave](#) on Thu, 19 Feb 2009 00:22:21 GMT
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Omar007 wrote on Wed, 18 February 2009 02:26No it wasn't a PKG in my topic :S

Also i never knew what caused it

I believe the broken text and broken icons were 2 unrelated problems. The text was fixed by replacing corrupted text files. The broken icons remained.

Subject: Re: Whats wrong with that HUD icon?
Posted by [rrutk](#) on Fri, 20 Feb 2009 17:27:48 GMT
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yes, 2 unrelated problems.

would be nice to have a solution for the broken icons too.

Subject: Re: Whats wrong with that HUD icon?
Posted by [jonwil](#) on Fri, 20 Feb 2009 22:14:09 GMT
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That bug with the icons is fixed in 4.0.

Subject: Re: Whats wrong with that HUD icon?
Posted by [rrutk](#) on Sat, 21 Feb 2009 01:51:04 GMT
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jonwil wrote on Fri, 20 February 2009 16:14That bug with the icons is fixed in 4.0.

great!
