

---

Subject: Re: Small things that need fixing  
Posted by [Slave](#) on Tue, 01 Jul 2008 22:55:47 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That happened to me when I added a new gun to a map. When exported as pkg, the hud icon went fubar, when exported to mix it worked just fine.

Also, when using a custom hud.ini to decorate the menus, everythnig works fine when using 2.92. However, when using 3.x, on the purchase screens, only the shadows of text appear.

Edit: While looking at the image, I also noticed the Cost x2 text below the powerplant status.

### File Attachments

---

1) [purchese.jpg](#), downloaded 686 times

2.92

FPS - 60, 100%

1



175  
GDI Officer

2



225  
Rocket Soldier Officer

3



150  
Sydney



4



500  
Deadeye

5



400  
Gunner

6



450  
Patch

7



1000  
Havoc

8



1000  
Sydney

9



1000  
Mobius

0



350  
Hotwire

Back

Credits: 100015

Buy

3.x

FPS - 60, 100%

1



175  
GDI Officer

2



225  
Rocket Soldier Officer

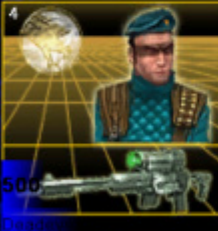
3



150  
Sydney



4



500  
Deadeye

5



400  
Gunner

6



450  
Patch

7



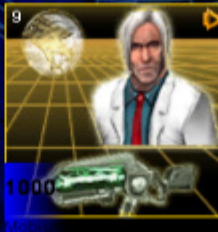
1000  
Havoc

8



1000  
Sydney

9



1000  
Mobius

0



350  
Hotwire

Back

Credits: 100013

Buy