
Subject: Strange Bug/Glitch

Posted by [Omar007](#) on Sat, 19 Jul 2008 10:56:23 GMT

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I'm working on my own mod but i got a weird problem

This is were the FPS, PING etc supposed to be:

This same thing occurs by the team statics:

And also by the weapons:

BUT

After dieing once the weapons are normal :

Anyone who knows how i can solve this???

File Attachments

- 1) [FPS Glitch.bmp](#), downloaded 462 times
- 2) [Team Glitch.bmp](#), downloaded 443 times
- 3) [Weapons Glitch.bmp](#), downloaded 431 times
- 4) [Weapons Glitch Gone.bmp](#), downloaded 437 times

Subject: Re: Strange Bug/Glitch

Posted by [Slave](#) on Sat, 19 Jul 2008 12:18:10 GMT

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Welcome to the world of pkg mods.

Consider it a feature.

Subject: Re: Strange Bug/Glitch

Posted by [Omar007](#) on Sat, 19 Jul 2008 12:36:31 GMT

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It's not a PKG mod.....

First picture is in the LAN Game menu
others are just made on a flat map

Subject: Re: Strange Bug/Glitch

Posted by [HeavyX101- Left](#) on Sat, 19 Jul 2008 15:09:09 GMT

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Lmao!

Go learn stuff from renhelp.net first, and then make a mod.

Subject: Re: Strange Bug/Glitch

Posted by [Omar007](#) on Sat, 19 Jul 2008 22:25:31 GMT

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I don't missed any part of there. They have EXACTLY the same as i did but i got missing letters/numbers/weapons

And if i missed a file or something how would u explain that the weapons appear after 1 die???

Subject: Re: Strange Bug/Glitch

Posted by [bisen11](#) on Sun, 20 Jul 2008 05:54:36 GMT

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I have no idea. And judging by the replies above; they don't know either.

Subject: Re: Strange Bug/Glitch

Posted by [Veyrdite](#) on Sun, 20 Jul 2008 05:58:17 GMT

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It happens with all custom HUD images.

The renegade engine doesn't read them correctly the first time around. Try using DDS file format instead of TGA.

The same thing happens on the RP2 bot-maps and any custom HUD image I've ever tried making.

Subject: Re: Strange Bug/Glitch

Posted by [Omar007](#) on Sun, 20 Jul 2008 10:05:44 GMT

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thx

So if i use another HUD (standard one) i would be solved??

Gonna try that

Subject: Re: Strange Bug/Glitch
Posted by [ErroR](#) on Sun, 20 Jul 2008 15:48:40 GMT
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Roleplay 2 has the same problem (or had)

Subject: Re: Strange Bug/Glitch
Posted by [HeavyX101- Left](#) on Sun, 20 Jul 2008 16:00:08 GMT
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ErroR wrote on Sun, 20 July 2008 11:48 Roleplay 2 has the same problem (or had)
Has.

Well, it would be great if they fix it, but it is ok if they cant

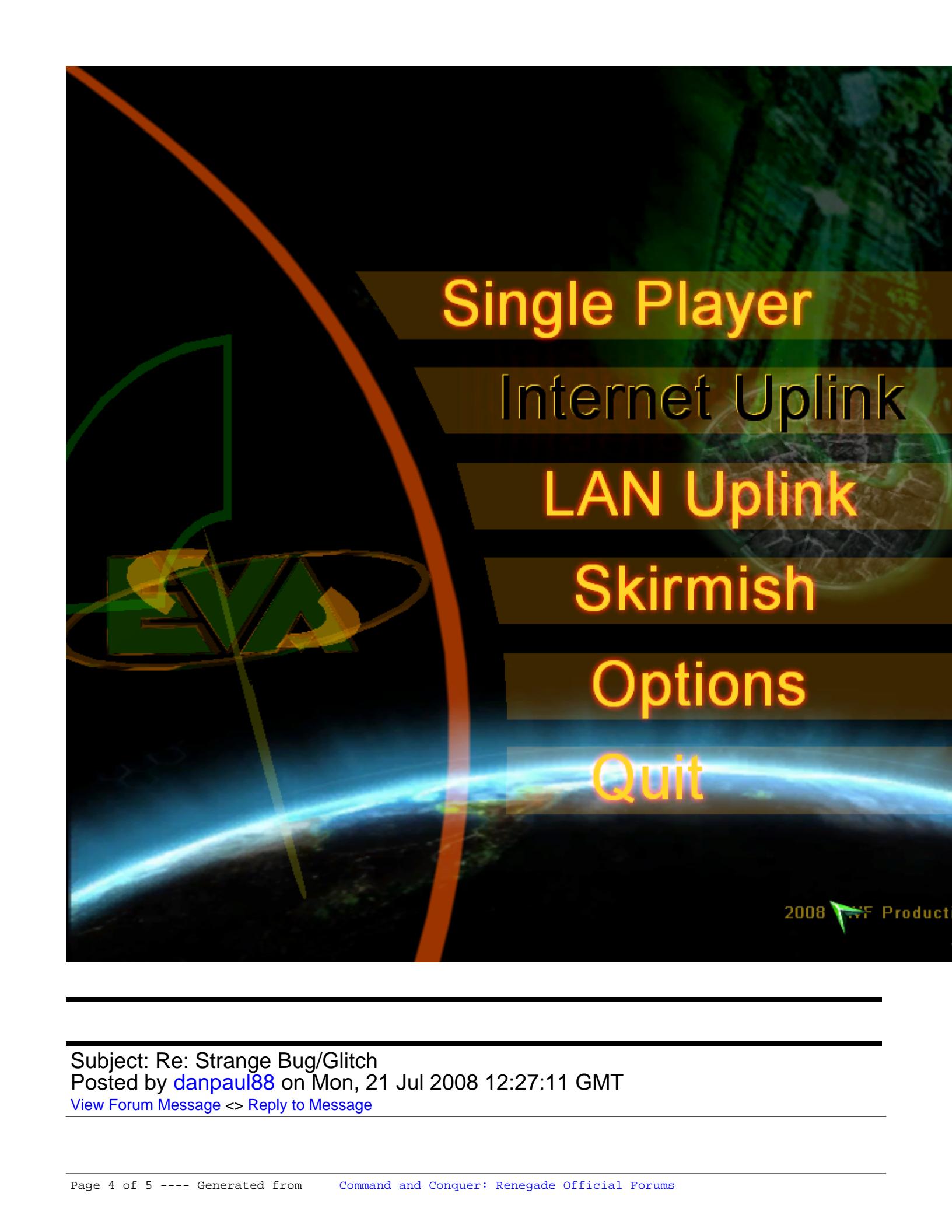
Subject: Re: Strange Bug/Glitch
Posted by [Omar007](#) on Mon, 21 Jul 2008 11:26:41 GMT
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it's still there. I really don't have a way to delete it. It isn't only the HUD's i think because the problem is also in the mainmenu

In the right corner there should be a 'FPS=XX' text. But it's not there only some stupid ||| for every letter/number

File Attachments

1) [Mainmenu.PNG](#), downloaded 401 times



Single Player

Internet Uplink

LAN Uplink

Skirmish

Options

Quit

2008  Product

Subject: Re: Strange Bug/Glitch
Posted by [danpaul88](#) on Mon, 21 Jul 2008 12:27:11 GMT
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Your missing the font texture files from the always.dat by the looks of things, that's what happened when I deleted them from the AR always.dat by mistake.

Make sure you have the following in your always.dat;

font6x8.tga
font8x8.tga
font9x12.tga
font12x16.tga
fontnew4.tga
frangcmi.ttf

Subject: Re: Strange Bug/Glitch

Posted by [Omar007](#) on Mon, 21 Jul 2008 18:12:49 GMT

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THX!!

It works fine now. The weapons only want you to die once before they display
