

---

Subject: Re: Small things that need fixing

Posted by [Veyrdite](#) on Sun, 22 Jun 2008 07:06:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Goztow wrote on Sun, 22 June 2008 16:48It probably scans for stuff that could cause the zero bug. If you have a PKG, it might scan inside it.  
And yet the 0 bug persists.

Another bug to report is that when you play a pkg with a custom HUD, it may stay with you (on mix maps) until you restart the game. I hope they fix that.

EDIT: Also hud images for weapons (top of screen) in packages and mixes don't load correctly the first time they are updated. You have to collect another weapon first, and then the new weapon has the same problem.

---