
Subject: HUD textures

Posted by [Spice](#) on Sun, 09 Dec 2007 09:43:35 GMT

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Every time I save a texture for the HUD; in any kind of .DDS format: it looks all stretched and funkified. Does anyone know how to fix this?

I'm trying to save weapon icons for the hud:

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Subject: Re: HUD textures

Posted by [Sir Kane](#) on Sun, 09 Dec 2007 09:44:55 GMT

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Using scripts.dll's hud.ini shit?

Subject: Re: HUD textures

Posted by [Slave](#) on Sun, 09 Dec 2007 13:39:49 GMT

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That map you're trying it on, any chance it's a pkg mod?
If so, the problem wil magically vanish when you use mix instead.

Subject: Re: HUD textures

Posted by [Spice](#) on Sun, 09 Dec 2007 19:13:19 GMT

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It was hud.ini. Thanks Sir Kane.

Subject: Re: HUD textures

Posted by [Jerad2142](#) on Mon, 10 Dec 2007 23:08:58 GMT

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The problem will also magically vanish if you bring up the pause menu and then go back into game. It just needs to reload the textures.
