Subject: Letter bug (shaders related?)
Posted by Caveman on Sat, 10 Sep 2011 13:06:32 GMT
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Posting on behalf of someone else...

i'll just quote his topic.

Well Caveman i think the black letters have something to do with the missing shaders since my hud is based on the shaders but idk..
oh and i hate that you have to use wol to join...(my wol is fucked up <.<)

gimme a sec ill switch directories...
edit :
REN on 3.4.4.+ RR
http://www7.pic-upload.de/10.09.11/86r9t6z6y2vg.png

REN on 4.0
http://www7.pic-upload.de/10.09.11/8hgzh95hsh6v.png

As you can see my custom hud is crap now... because it doesnt even show the time & credits..

Subject: Re: Letter bug (shaders related?)
Posted by iRANian on Sat, 10 Sep 2011 13:19:05 GMT
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What happens when he removes hud.ini from his Data folder?

Also he can use RenList as a replacement for the RR Launcher.

Subject: Re: Letter bug (shaders related?)
Posted by Caveman on Sat, 10 Sep 2011 13:20:15 GMT
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I told him to remove the hud and told him about RenList already just awaiting his reply.

Subject: Re: Letter bug (shaders related?)
Posted by Spyder on Sat, 10 Sep 2011 13:28:39 GMT
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It's not reading the texture file correctly as it is ignoring the alpha masks.

Subject: Re: Letter bug (shaders related?)
Posted by M4rlex on Sat, 10 Sep 2011 13:36:31 GMT
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with removed hud.ini

Subject: Re: Letter bug (shaders related?)
Posted by Spyder on Sat, 10 Sep 2011 13:41:33 GMT
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See this:
http://www.renegadeforums.com/index.php/m/434981/20791/#msg_434981

Check if there's a modified font##x##.tga file in your data folder.

Subject: Re: Letter bug (shaders related?)
Posted by M4rlex on Sat, 10 Sep 2011 13:49:02 GMT
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you really want me to post the complete hud.ini from a building bars custom hud?

I removed the modified .tga files and its fine now..
thanks for your help