

## ET: Legacy Development - Bug #625

renderer2: mods don't load gfx/2d/camera/grain.png and gfx/2d/camera/vignette.png

13.11.2014 22:04 - IR4T4

<b>Status:</b> New	<b>% Done:</b> 50%
<b>Priority:</b> Low	<b>Spent time:</b> 0.00 hour
<b>Assignee:</b>	
<b>Category:</b> Client	
<b>Target version:</b> renderer2	
<b>OS:</b>	<b>Arch:</b>
<b>Description</b> Files are in pak3 and mods don't load content from legacy mod path which is fine.  This will be solved when we replace genuine material with ours.	
<b>Related issues:</b> Related to ET: Legacy Development - Task # 218: Replace assets with our own <b>New</b> <b>29.12.2013</b>	

### History

#### #1 - 01.11.2016 11:38 - IR4T4

- % Done changed from 0 to 30

Both images are part of legacy mod pk3s and not in the searchpath when mod is loaded. We have to put these files into etmain.

#### #2 - 02.11.2016 23:25 - IR4T4

- Related to Task #218: Replace assets with our own added

#### #3 - 04.01.2017 17:53 - IR4T4

- % Done changed from 30 to 50