

## ET: Legacy Development - Bug #961

### After vid\_restart in some cases medic icon appears on scoreboard

09.11.2016 00:30 - Saukko

<b>Status:</b>	New	<b>% Done:</b>	0%
<b>Priority:</b>	Low	<b>Spent time:</b>	0.00 hour
<b>Assignee:</b>			
<b>Category:</b>	Mod CGAME		
<b>Target version:</b>	2.78		
<b>OS:</b>		<b>Arch:</b>	
<b>Description</b>			
The title isn't so obvious so I note cases when this bug happens.			
How to reproduce:			
Case 1: vid_restart while you are dead and in reinforcement queue			
<ol style="list-style-type: none"><li>1. Choose any class in-game</li><li>2. Get yourself into reinforcement queue in any fashion</li><li>3. Do vid_restart</li><li>4. Normally it should show next to your name a skull icon indicating that you are dead</li><li>5. It shows medic icon for a short while instead of skull icon (see Case1.jpg)</li></ol>			
Case 2: vid_restart while you are alive			
<ol style="list-style-type: none"><li>1. Choose any class in-game</li><li>2. Do vid_restart</li><li>3. Normally it shouldn't show any short of icon next to your name, but now it shows the medic icon (see Case2.jpg)</li></ol>			
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#### History

#1 - 09.11.2016 14:12 - IR4T4

- Category set to Mod CGAME

- Target version set to 2.78

#### Files

Case1.jpg	385 KB	08.11.2016	Saukko
Case2.jpg	369 KB	08.11.2016	Saukko