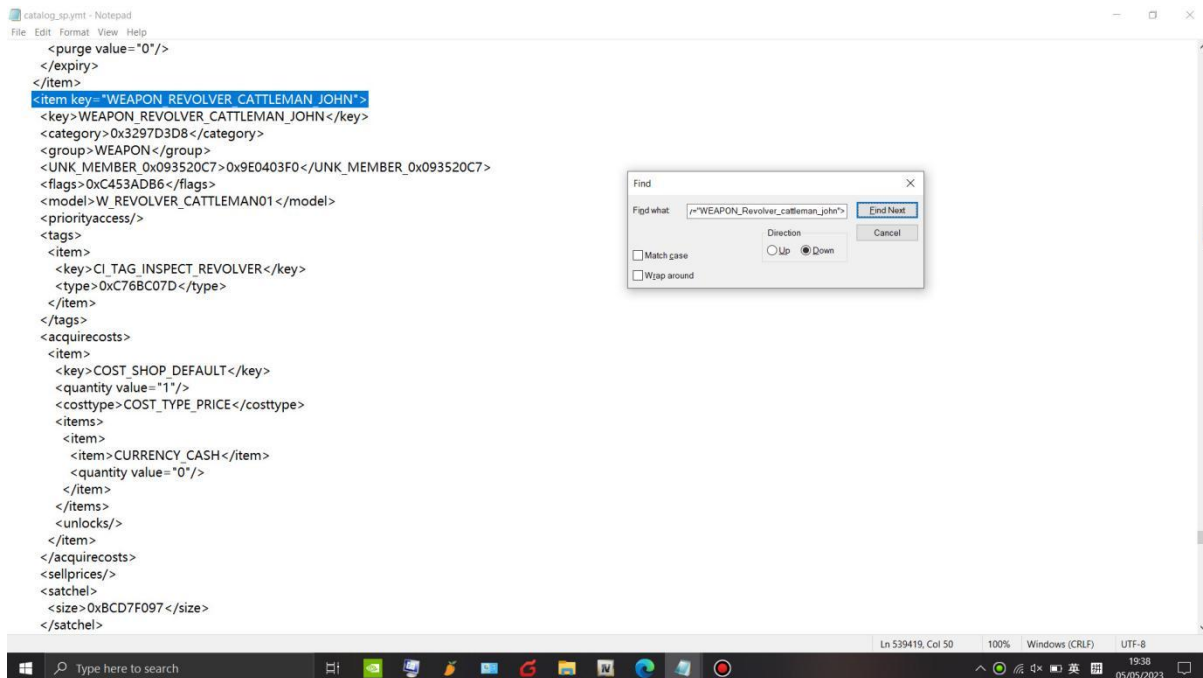


There is a glitch in game that will make John's Cattleman Revolver, Rare Shotgun and Rare Rolling Block Rifle use their common versions' icon like this:

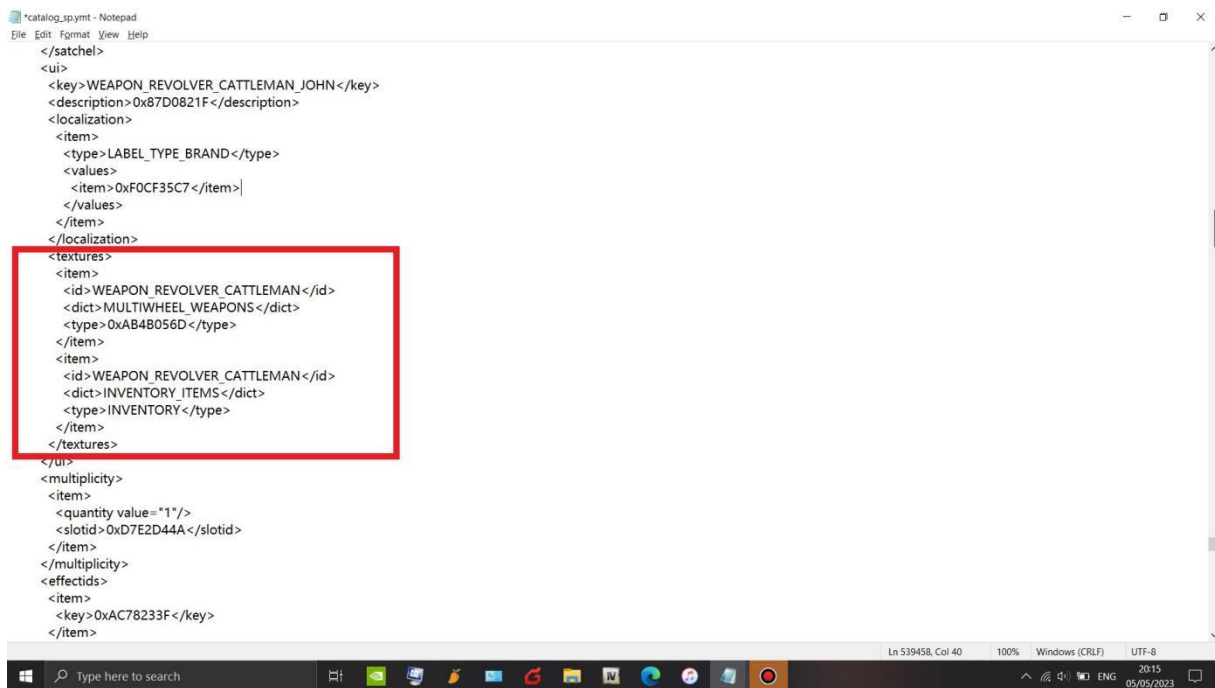


Finally I figured out how to fix this weapon icon bug. To do this you need to modify **catalog_sp.ymt** which is used by many mods. Here I provide a tutorial on how to do this:

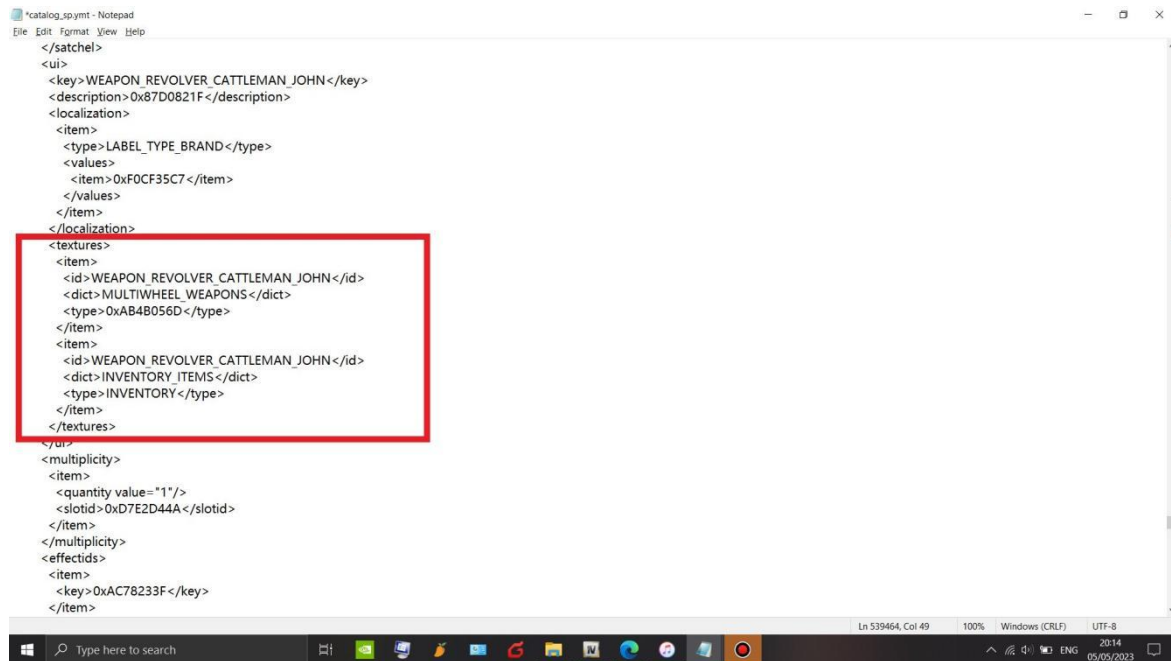
- 1.open the catalog_sp.ymt you want to edit. You can open it by notepad.
- 2.Search for "**<item key="WEAPON_REVOLVER_CATTLEMAN_JOHN">**". You may see structure like this:



3. Scroll down a few lines (Don't Scroll too much or you might edit the wrong weapon) and you will see structure like this:

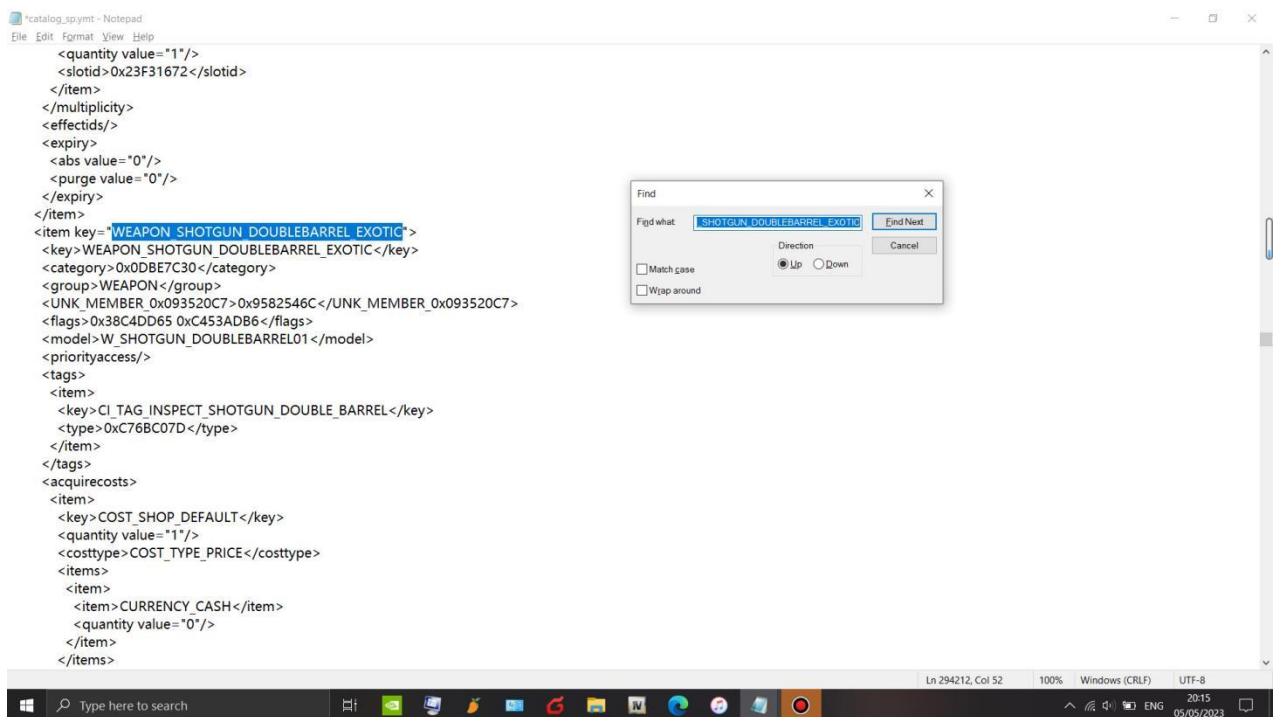


this part decides which weapon icon that john's revolver will use. You need to replace "**<id>WEAPON_REVOLVER_CATTLEMAN</id>**" with "**<id>WEAPON_REVOLVER_CATTLEMAN_JOHN</id>**". Now John's revolver will use correct icon.



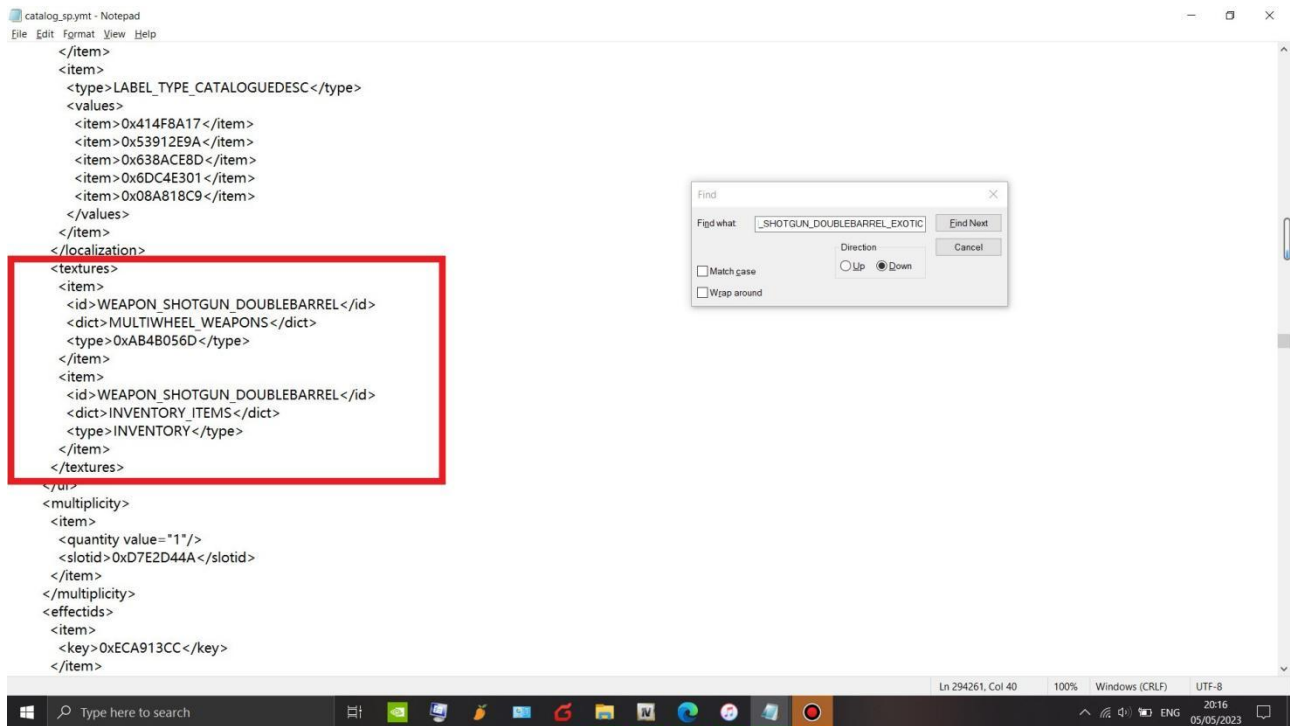
```
*catalog.sp.yml - Notepad
File Edit Format View Help
</satchel>
<ui>
<key>WEAPON_REVOLVER_CATTLEMAN_JOHN</key>
<description>0x87D0821F</description>
<localization>
<item>
<type>LABEL_TYPE_BRAND</type>
<values>
<item>0xF0CF35C7</item>
</values>
</item>
</localization>
<textures>
<item>
<id>WEAPON_REVOLVER_CATTLEMAN_JOHN</id>
<dict>MULTIWHEEL_WEAPONS</dict>
<type>0xAB4B056D</type>
</item>
<item>
<id>WEAPON_REVOLVER_CATTLEMAN_JOHN</id>
<dict>INVENTORY_ITEMS</dict>
<type>INVENTORY</type>
</item>
</textures>
</ui>
<multiplicity>
<item>
<quantity value="1"/>
<slotid>0xD7E2D4A</slotid>
</item>
</multiplicity>
<effectids>
<item>
<key>0xAC78233F</key>
</item>
</effectids>
```

4. Search for "<item key="WEAPON_SHOTGUN_DOUBLEBARREL_exotic">". You may see structure like this:

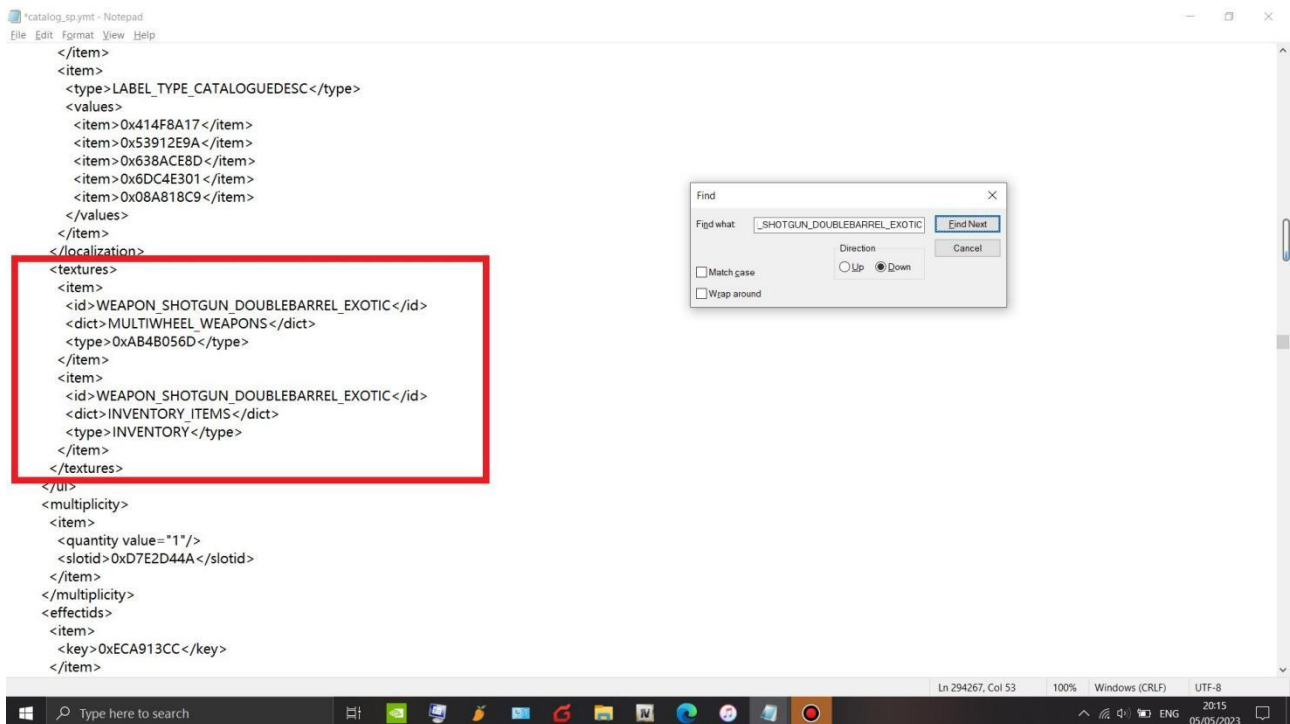


```
*catalog.sp.yml - Notepad
File Edit Format View Help
<quantity value="1"/>
<slotid>0x23F31672</slotid>
</item>
</multiplicity>
<effectids>
<expiry>
<abs value="0"/>
<purge value="0"/>
</expiry>
</item>
<item key="WEAPON_SHOTGUN_DOUBLEBARREL_EXOTIC">
<key>WEAPON_SHOTGUN_DOUBLEBARREL_EXOTIC</key>
<category>0x0DBE7C30</category>
<group>WEAPON</group>
<UNK_MEMBER_0x093520C7>0x9582546C</UNK_MEMBER_0x093520C7>
<flags>0x38C4DD65 0xC453ADB6</flags>
<model>W_SHOTGUN_DOUBLEBARREL01</model>
<priorityaccess/>
<tags>
<item>
<key>CI_TAG_INSPECT_SHOTGUN_DOUBLE_BARREL</key>
<type>0xC76BC07D</type>
</item>
</tags>
<acquirecosts>
<item>
<key>COST_SHOP_DEFAULT</key>
<quantity value="1"/>
<costtype>COST_TYPE_PRICE</costtype>
<items>
<item>
<item>CURRENCY_CASH</item>
<quantity value="0"/>
</item>
</items>
</item>
</acquirecosts>
```

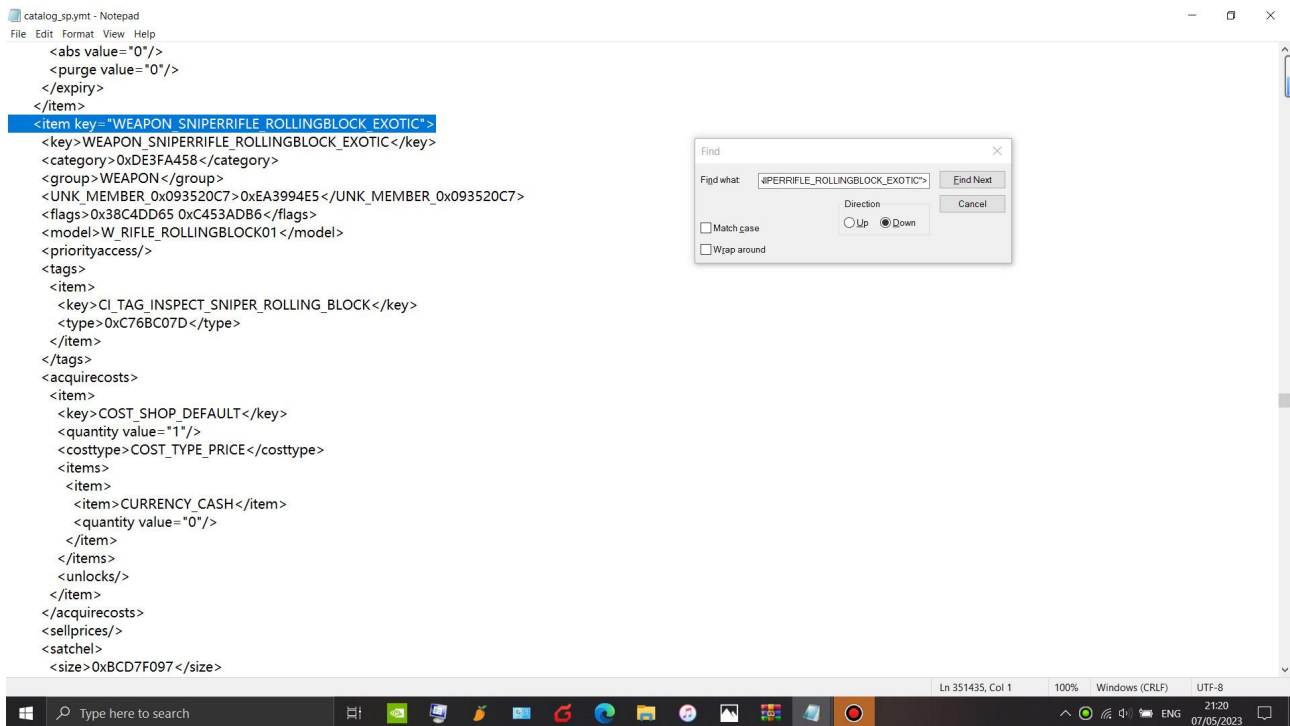
5. Scroll down a few lines (Don't Scroll too much or you might edit the wrong weapon) and you will see structure like this:



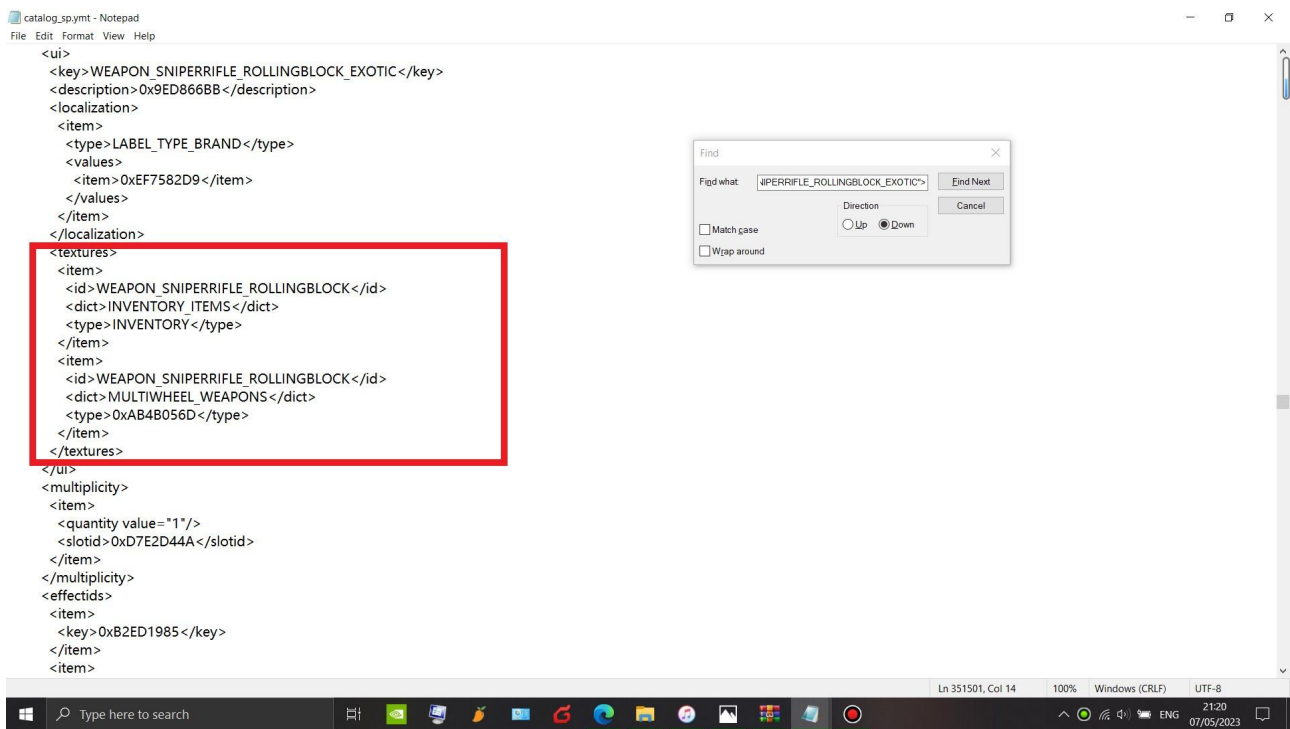
this part decides which weapon icon that Rare Shotgun will use. You need to replace "`<id>WEAPON_SHOTGUN_DOUBLEBARREL</id>`" with "`<id>WEAPON_SHOTGUN_DOUBLEBARREL_EXOTIC</id>`". Now Rare Shotgun will use correct icon.



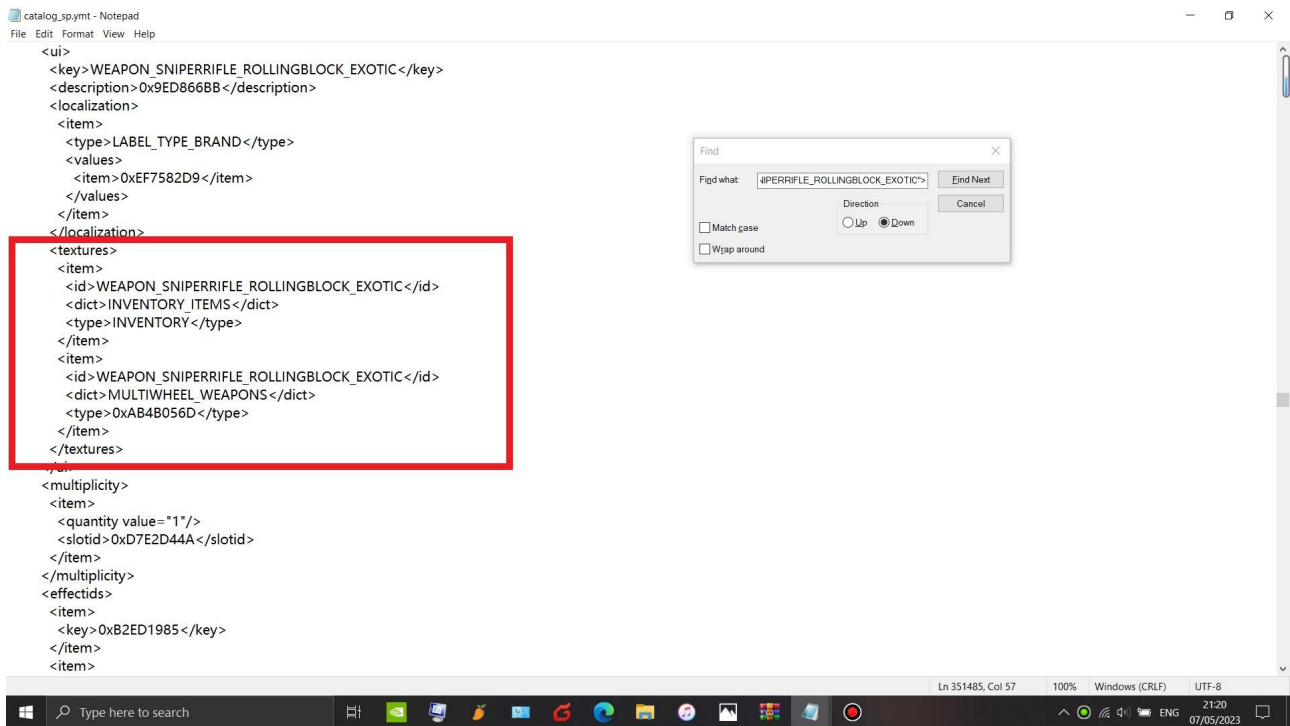
6. Search for "`<item key="WEAPON_SNIPERRIFLE_ROLLINGBLOCK_EXOTIC">`". You may see structure like this:



7. Scroll down a few lines (Don't Scroll too much or you might edit the wrong weapon) and you will see structure like this:



this part decides which weapon icon that Rare Rolling Block will use. You need to replace "`<id>WEAPON_SNIPERRIFLE_ROLLINGBLOCK</id>`" with "`<id>WEAPON_SNIPERRIFLE_ROLLINGBLOCK_EXOTIC</id>`". Now Rare Rolling Block will use correct icon.



Now:



