

There is a glitch in game that will make John's Cattleman Revolver and Rare Shotgun use common Cattleman and Double Barrel 's 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:

```

<catalog_spymt - Notepad>
File Edit Format View Help
<purge value="0"/>
</expiry>
</item>
<item key="WEAPON_REVOLVER_CATTLEMAN_JOHN">
<key>WEAPON_REVOLVER_CATTLEMAN_JOHN</key>
<category>0x3297D3D8</category>
<group>WEAPON</group>
<UNK_MEMBER_0x093520C7>0xE0403F0</UNK_MEMBER_0x093520C7>
<flags>0xC453ADB6</flags>
<model>W_REVOLVER_CATTLEMAN01</model>
<priorityaccess/>
<tags>
</item>
<item>
<key>CI_TAG_INSPECT_REVOLVER</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>
<unlocks/>
</item>
</acquirecosts>
<sellprices/>
<satchel>
<size>0xBCD7F097</size>
</satchel>

```

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:

```

<catalog_spymt - 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</id>
<dict>MULTIWHEEL_WEAPONS</dict>
<type>0xAB4B056D</type>
</item>
<item>
<id>WEAPON_REVOLVER_CATTLEMAN</id>
<dict>INVENTORY_ITEMS</dict>
<type>INVENTORY</type>
</item>
</textures>
<uri>
<multiplicity>
<item>
<quantity value="1"/>
<slotid>0xD7E2D44A</slotid>
</item>
</multiplicity>
<effectids>
<item>
<key>0xAC78233F</key>
</item>

```

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.spmnt - 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_WEAPONSS</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>0xD7E2D44A</slotid>
</item>
</multiplicity>
<effectids>
<item>
<key>0xAC78233F</key>
</item>

```

Ln 539464, Col 49 100% Windows (CRLF) UTF-8
2014 05/05/2023

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



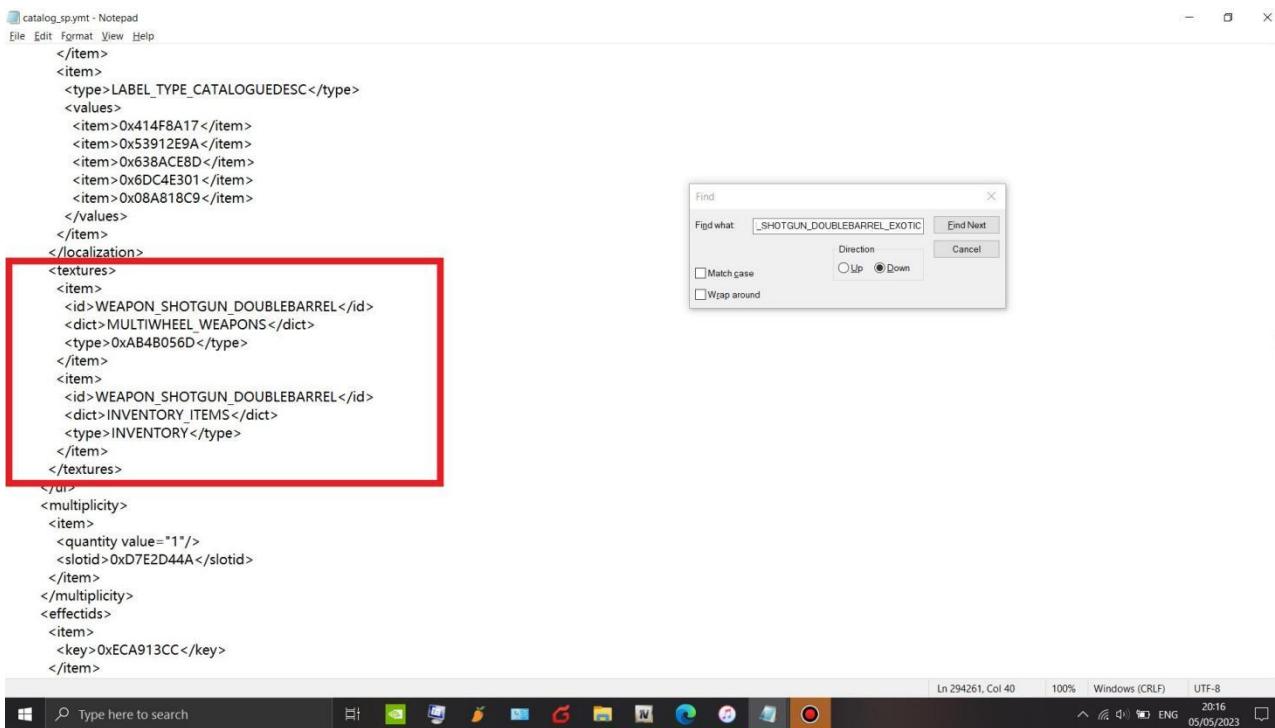
```

<catalog.spmnt - Notepad>
File Edit Format View Help
<item>
<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>

```

Find what: SHOTGUN DOUBLEBARREL_EXOTIC
 Match case
 Up
 Wrap around
 Find Next
 Cancel
Ln 294212, Col 52 100% Windows (CRLF) UTF-8
2015 05/05/2023

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:



```

<catalog_spymt - Notepad>
File Edit Format View Help
</item>
<item>
<type>LABEL_TYPE_CATALOGUEDESC</type>
<values>
<item>0x414F8A17</item>
<item>0x53912E9A</item>
<item>0x638ACE8D</item>
<item>0x6DC4E301</item>
<item>0x08A818C9</item>
</values>
</item>
</localization>
<textures>
<item>
<id>WEAPON_SHOTGUN_DOUBLEBARREL</id>
<dict>MULTIWHEEL_WEAPONSS</dict>
<type>0xAB4B056D</type>
</item>
<item>
<id>WEAPON_SHOTGUN_DOUBLEBARREL</id>
<dict>INVENTORY_ITEMS</dict>
<type>INVENTORY</type>
</item>
</textures>
</ui>
<multiplicity>
<item>
<quantity value="1"/>
<slotid>0xD7E2D44A</slotid>
</item>
</multiplicity>
<effectids>
<item>
<key>0xECA913CC</key>
</item>

```

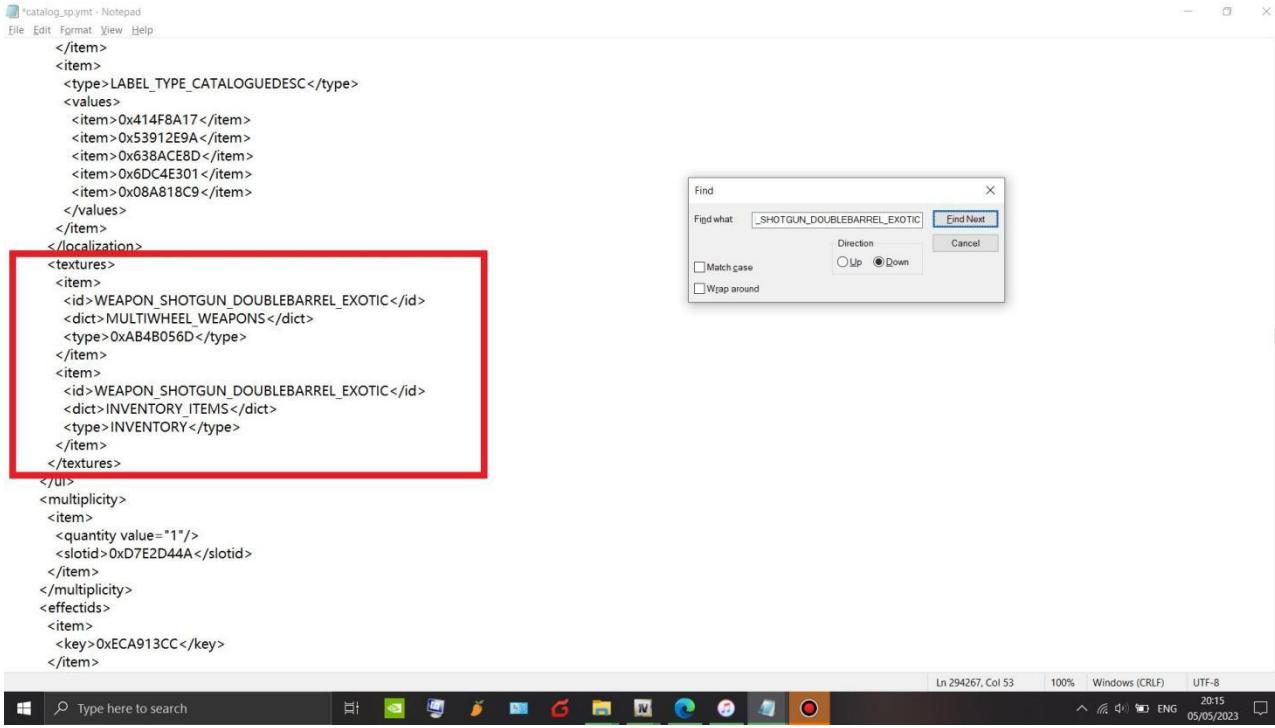
Find what: SHOTGUN_DOUBLEBARREL_EXOTIC

Direction: Up (radio button selected)

Match case:

Wrap around:

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.



```

<catalog_spymt - Notepad>
File Edit Format View Help
</item>
<item>
<type>LABEL_TYPE_CATALOGUEDESC</type>
<values>
<item>0x414F8A17</item>
<item>0x53912E9A</item>
<item>0x638ACE8D</item>
<item>0x6DC4E301</item>
<item>0x08A818C9</item>
</values>
</item>
</localization>
<textures>
<item>
<id>WEAPON_SHOTGUN_DOUBLEBARREL_EXOTIC</id>
<dict>MULTIWHEEL_WEAPONSS</dict>
<type>0xAB4B056D</type>
</item>
<item>
<id>WEAPON_SHOTGUN_DOUBLEBARREL_EXOTIC</id>
<dict>INVENTORY_ITEMS</dict>
<type>INVENTORY</type>
</item>
</textures>
</ui>
<multiplicity>
<item>
<quantity value="1"/>
<slotid>0xD7E2D44A</slotid>
</item>
</multiplicity>
<effectids>
<item>
<key>0xECA913CC</key>
</item>

```

Find what: SHOTGUN_DOUBLEBARREL_EXOTIC

Direction: Up (radio button selected)

Match case:

Wrap around:

Now:

