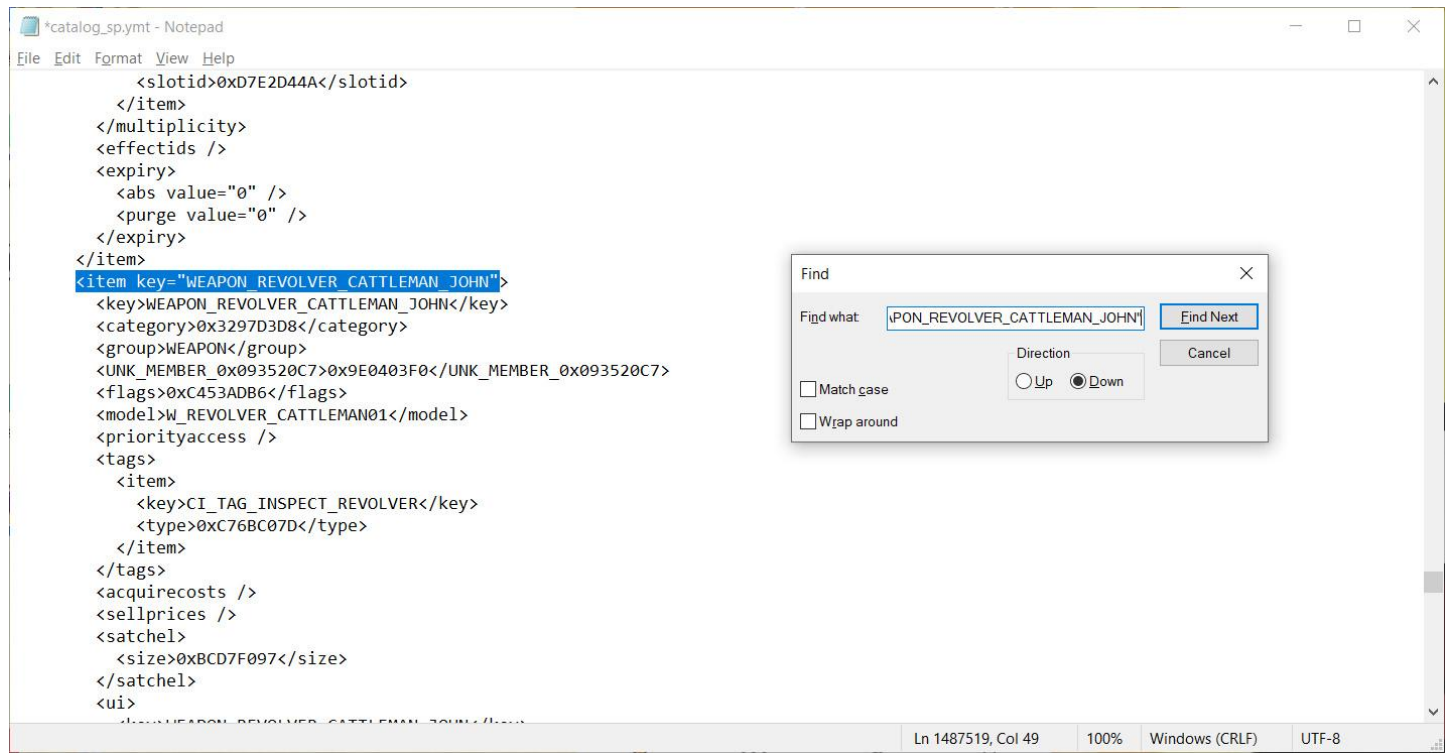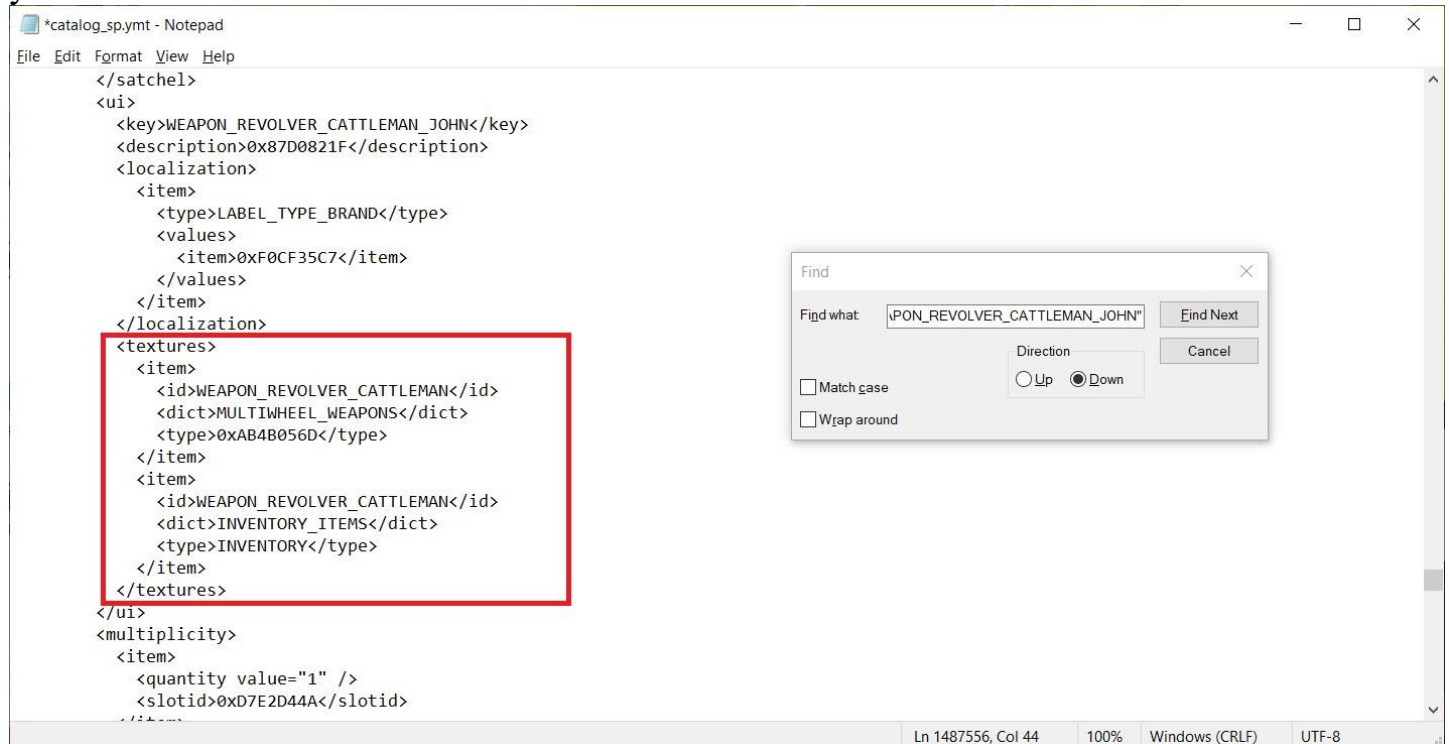There is a glitch in game that will make some rare weapons (John's Cattleman, Rare Rolling Block, etc) use their common versions' icon. Here is a tutorial on how to fix it. To fix this you need to modify a file called catalog_sp.ymt which is used by many mods.
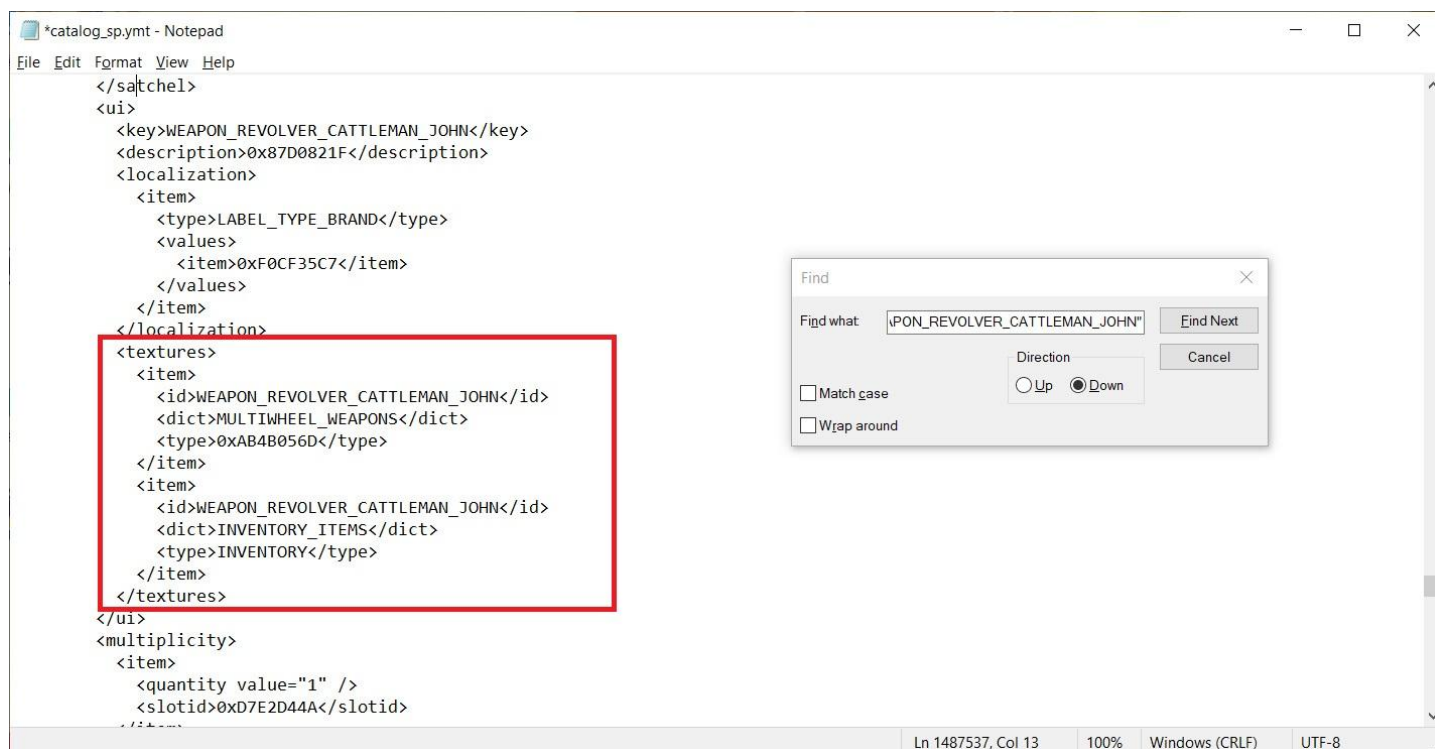1.Open the catalog_sp.ymt you want to edit, it can be opened by notepad.

2.Search for <item key="WEAPON_REVOLVER_CATTLEMAN_JOHN"> and you will see this:

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

Content framed in red decides what icon John's Cattleman uses. Change WEAPON_REVOLVER_CATTLEMAN to WEAPON_REVOLVER_CATTLEMAN_JOHN. Now John's Cattleman will use the correct icon.

3.Search for `<item key="WEAPON_SHOTGUN_DOUBLEBARREL_EXOTIC">`
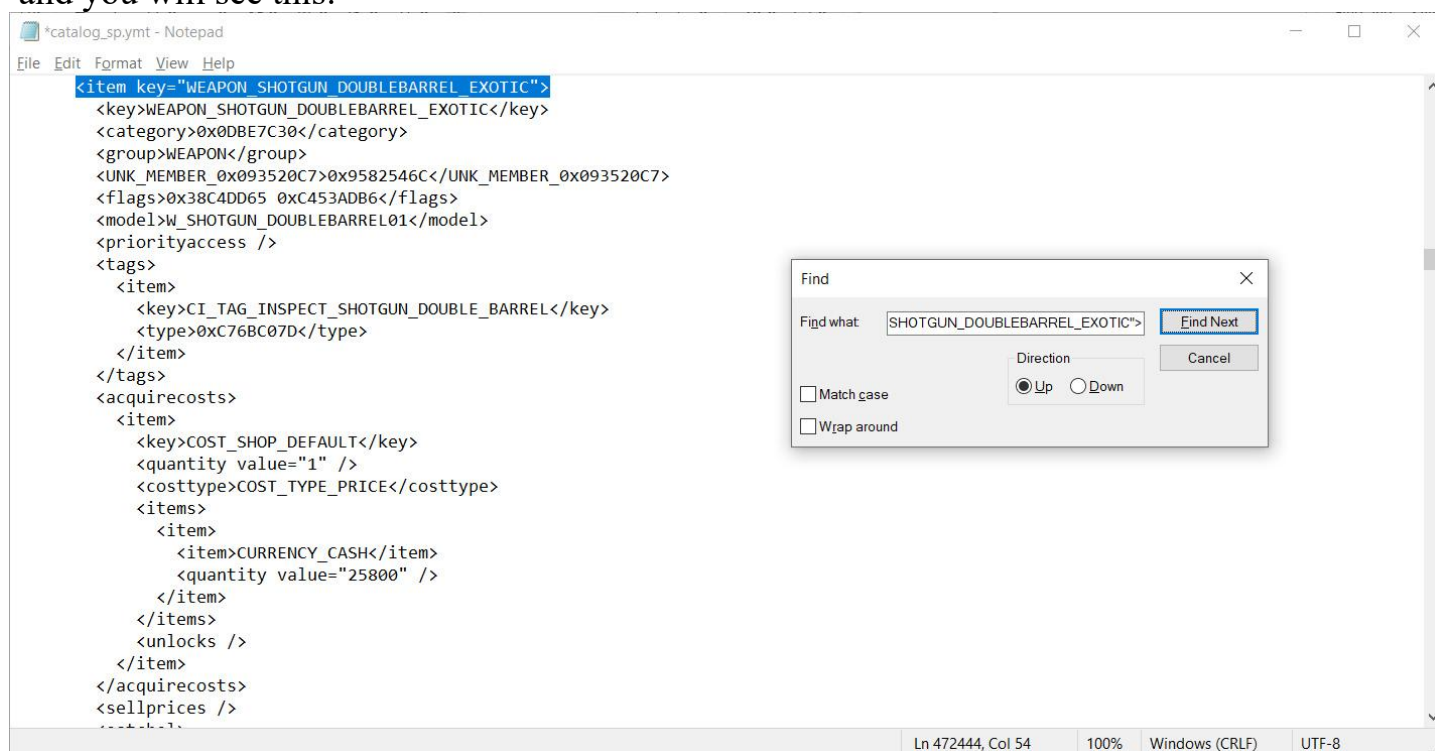and you will see this:

Scroll down a few lines (Don't scroll too much or you might be editing the wrong weapon) and you will see structure like this:
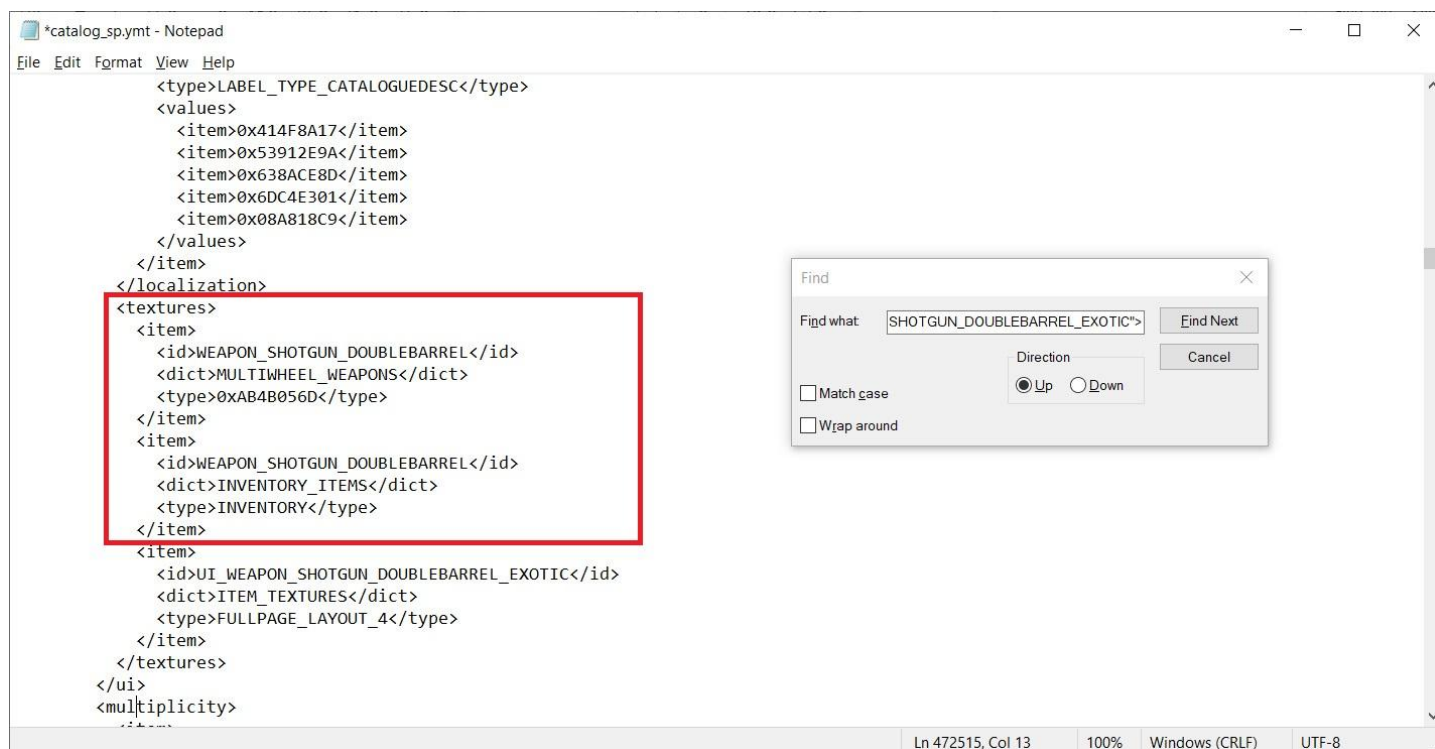
Content framed in red decides what icon Rare Shotgun uses. Change
WEAPON_SHOTGUN_DOUBLEBARREL to
WEAPON_SHOTGUN_DOUBLEBARREL_EXOTIC. Now Rare Shotgun will use the correct
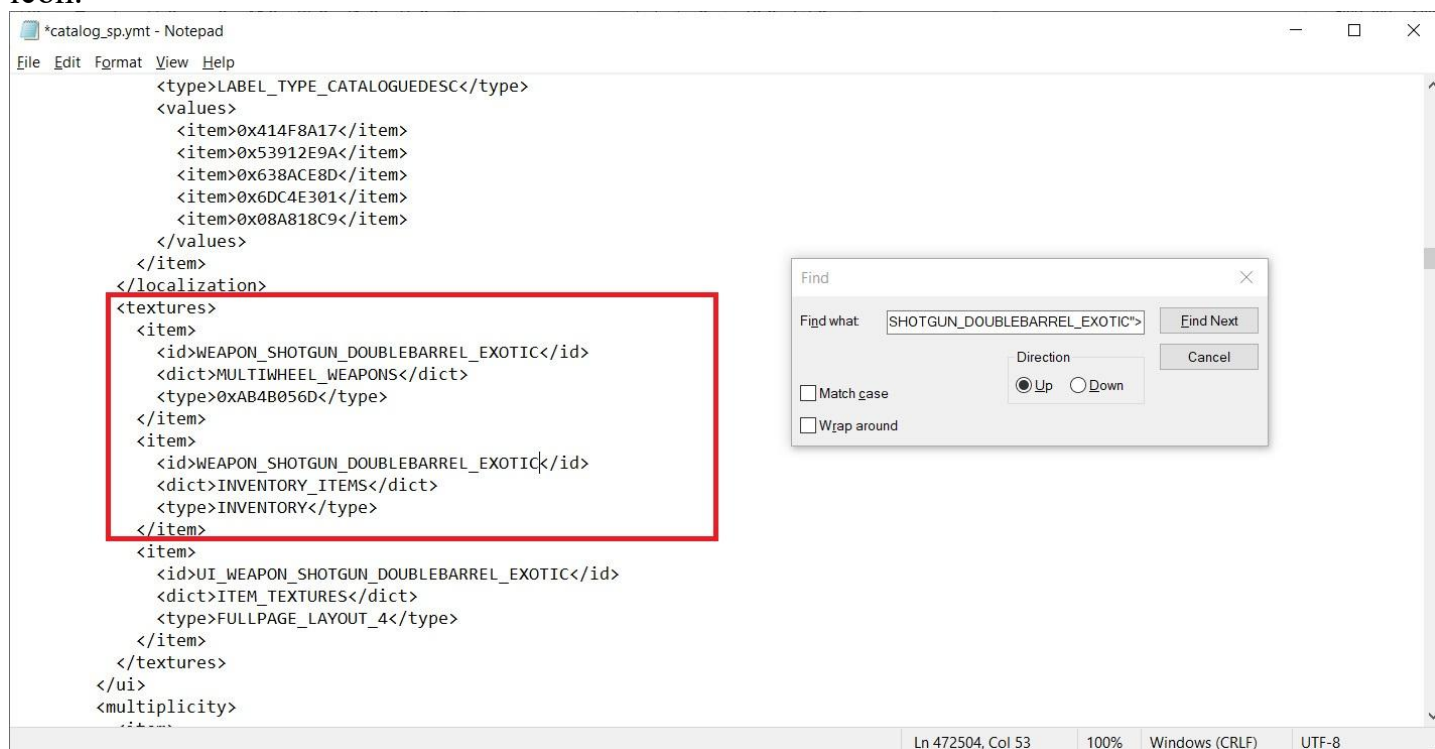icon.

4.Search for <item key="WEAPON_SNIPERRIFLE_ROLLINGBLOCK_EXOTIC">
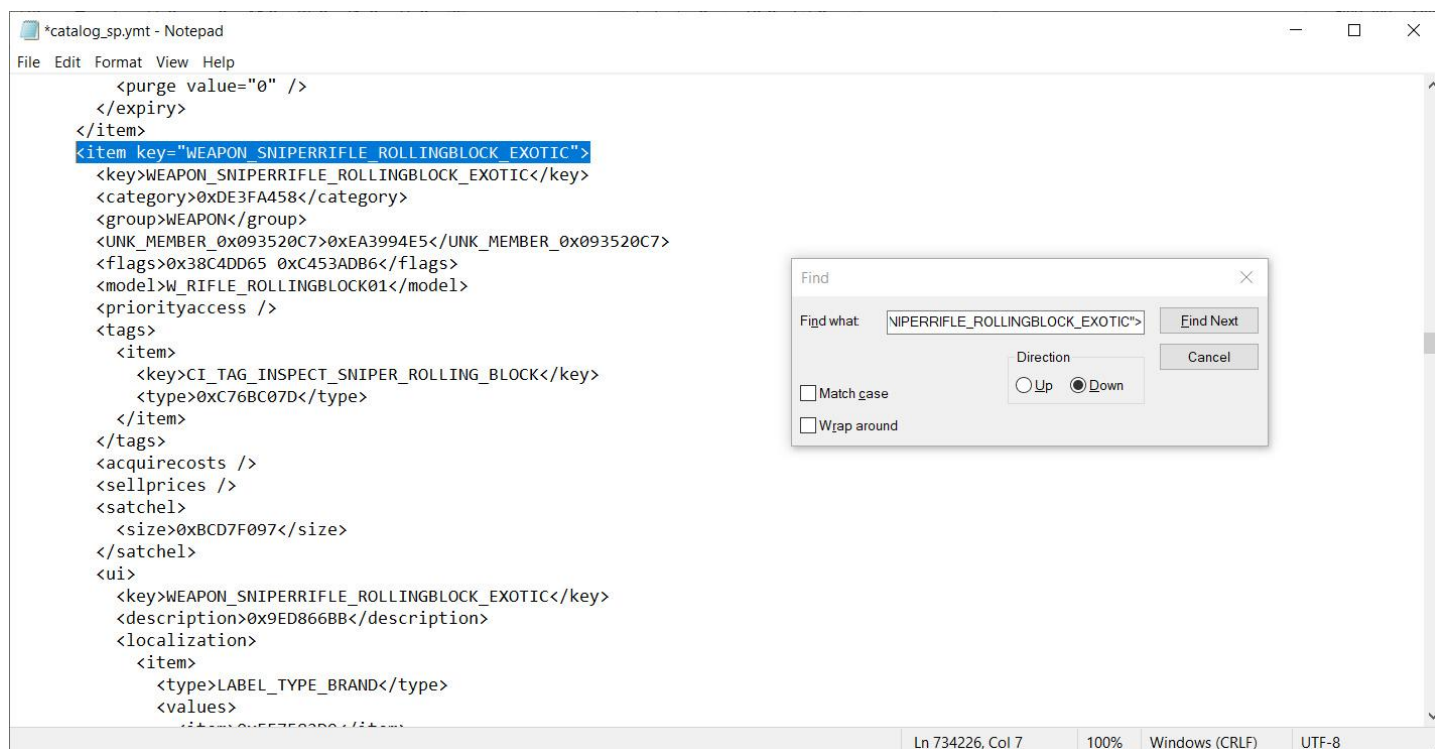and you will see this:

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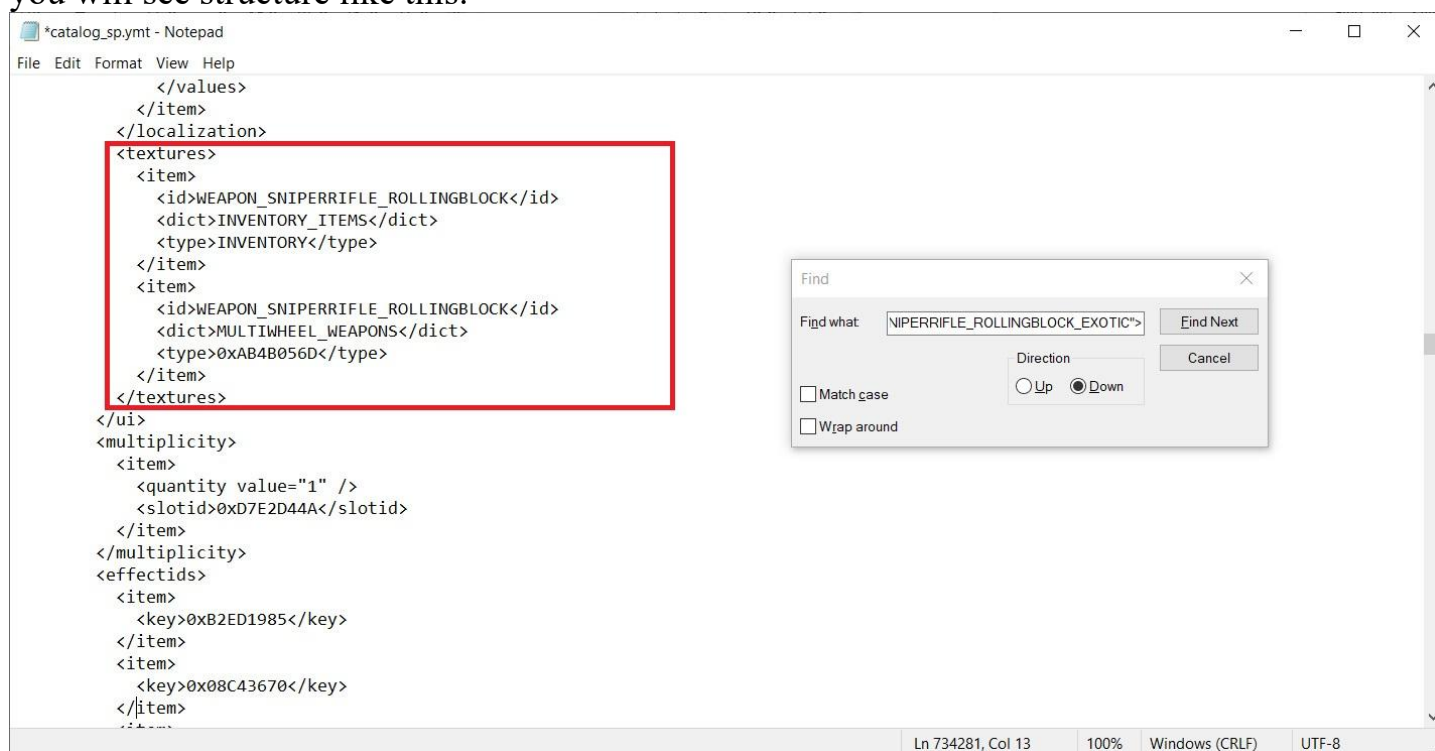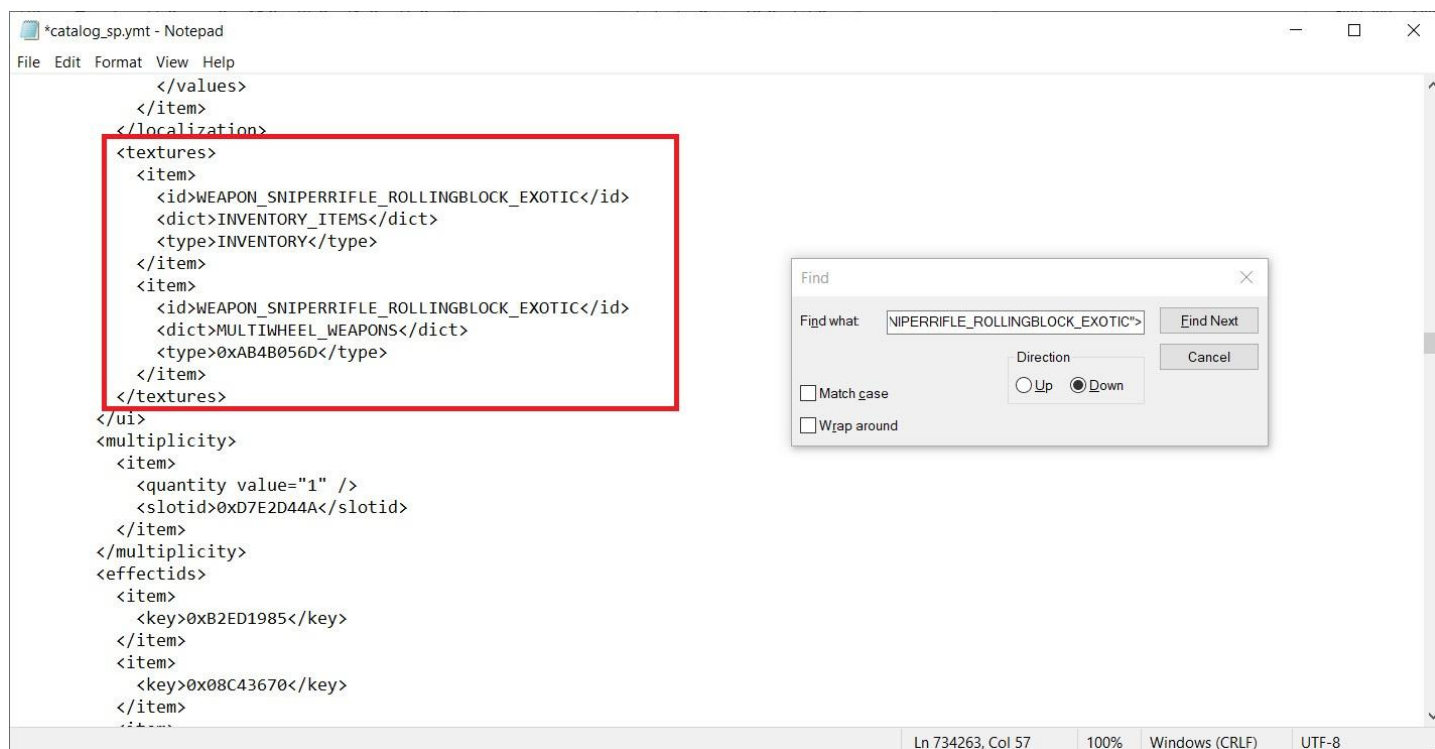

Content framed in red decides what icon Rare Rolling Block uses. Change WEAPON_SNIPERRIFLE_ROLLINGBLOCK to WEAPON_SNIPERRIFLE_ROLLINGBLOCK_EXOTIC. Now Rare Rolling Block will use the correct icon.

```
            </values>
          </item>
        </localization>
      <textures>
        <item>
          <id>WEAPON_SNIPERRIFLE_ROLLINGBLOCK_EXOTIC</id>
          <dict>INVENTORY_ITEMS</dict>
          <type>INVENTORY</type>
        </item>
        <item>
          <id>WEAPON_SNIPERRIFLE_ROLLINGBLOCK_EXOTIC</id>
          <dict>MULTIWHEEL_WEAPONS</dict>
          <type>0xAB4B056D</type>
        </item>
      </textures>
    </ui>
    <multiplicity>
      <item>
        <quantity value="1" />
        <slotid>0xD7E2D44A</slotid>
      </item>
    </multiplicity>
    <effectids>
      <item>
        <key>0xB2ED1985</key>
      </item>
      <item>
        <key>0x08C43670</key>
      </item>
```

PS: If you can't find the weapons in catalog_sp.ymt, it means the file might be encrypted. Try to search for the weapons' hash names:
WEAPON_REVOLVER_CATTLEMAN = 0x169F59F7
WEAPON_REVOLVER_CATTLEMAN_JOHN = 0xC9622757
WEAPON_SHOTGUN_DOUBLEBARREL = 0x6DFA071B
WEAPON_SHOTGUN_DOUBLEBARREL_EXOTIC = 0x2250E150
WEAPON_SNIPERRIFLE_ROLLINGBLOCK = 0xE1D2B317
WEAPON_SNIPERRIFLE_ROLLINGBLOCK_EXOTIC = 0x4E328256