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Subject: Re: Singleplayer HUD

Posted by [EvilWhiteDragon](#) on Mon, 19 Oct 2009 11:28:38 GMT

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a000clown wrote on Thu, 15 October 2009 10:09Dover wrote on Thu, 15 October 2009

00:41a000clown wrote on Wed, 14 October 2009 21:12Recruit has the most powerup spawns, which is obviously what I needed to quickly gather screenshots...

The irony is the particular powerup spawns you screenshotted are present in all difficulties. And even if what you say is true, it doesn't make you any less wimpy.

I wouldn't know since I can't even remember the last time I played the campaign probably some 4+ years ago, but hey, thanks for your quality contributions to this thread

EvilWhiteDragon wrote on Thu, 15 October 2009 03:51a000clown wrote on Wed, 14 October

2009 23:37Well in the standard Renegade these things were never needed.

It's only now that we have custom server mods that we pick up weapons and random powerups in MP.

Errmm you know that weapon drop and such where added in the 1.037 patch right? So then they should also included the working hud for it.

Ah I had forgotten about the map weapon spawns, was only thinking of how SSGM makes players drop certain weapon or armor powerups when they're killed.

So does that mean this is something TT will look into implementing?

I never said we will look into it, but IF one of the coders has to wait for otehrs to finish some major part, then he might look into this and decide whether it can or cannot be done.

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