Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by Caveman on Fri, 26 Dec 2008 17:27:38 GMT

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Saberhawk wrote on Thu, 25 December 2008 22:02cAmpa wrote on Thu, 25 December 2008 15:59Saberhawk:
Any ideas how to activate only the renegade health animations, without to activate the whole renegade HUD again?

Yeah, you don't. Those things just don't translate. An animation for the new health needs to be programmed.

Would you be willing to do this? Please?(I know its not your responsibility)

Its really hard to use this hud when the hp doesn't flash