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Subject: Re: Singleplayer HUD

Posted by [EvilWhiteDragon](#) on Thu, 15 Oct 2009 07:51:48 GMT

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a000clown wrote on Wed, 14 October 2009 23:37 Well 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.

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