
Subject: Singleplayer HUD

Posted by [a000clown](#) on Sat, 10 Oct 2009 02:22:29 GMT

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I'm sure this has been brought up before, but I can't seem to find it with the forum's search.

There's a bunch of things missing from the MP HUD when compared to the SP.

Security cards below radar, powerups temporarily above radar.

Only allowed one attachment per post...

File Attachments

1) [ScreenShot07.png](#), downloaded 783 times



Subject: Re: Singleplayer HUD
Posted by [a000clown](#) on Sat, 10 Oct 2009 02:23:37 GMT
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Picking up health/armor refills.

File Attachments

1) [ScreenShot12.png](#), downloaded 716 times



Subject: Re: Singleplayer HUD
Posted by [a000clown](#) on Sat, 10 Oct 2009 02:25:11 GMT
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Picking up more ammo.

File Attachments

1) [ScreenShot15.png](#), downloaded 709 times



Subject: Re: Singleplayer HUD

Posted by [a000clown](#) on Sat, 10 Oct 2009 02:27:45 GMT

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This was also in another thread, but it would be cool to have a console command for the green text that appears.

File Attachments

1) [ScreenShot14.png](#), downloaded 714 times



Subject: Re: Singleplayer HUD

Posted by [GEORGE ZIMMER](#) on Sat, 10 Oct 2009 03:01:06 GMT

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You could use photobucket or imageshack and just link to those, rather than quadruple post... but anyway, yeah, it'd be great to have those things in for MP. Just another small touch to make things more interesting.

Although, if I recall, the host can actually see that stuff.

Subject: Re: Singleplayer HUD
Posted by [ErroR](#) on Sat, 10 Oct 2009 09:06:59 GMT
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the green text could be admin msn or motd? also those pick ups are would be cool to have.

Subject: Re: Singleplayer HUD
Posted by [Omar007](#) on Sat, 10 Oct 2009 09:52:59 GMT
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If that would all come in MP it would be very nice

Subject: Re: Singleplayer HUD
Posted by [Reaver11](#) on Sat, 10 Oct 2009 12:03:27 GMT
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I think assets like this will give multiplayer a more finished look.

Subject: Re: Singleplayer HUD
Posted by [YazooGang](#) on Wed, 14 Oct 2009 21:27:48 GMT
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Its not something like "it would be nice if we had this in MP" we actually have to have these this in MP. Its lame that EA didnt include it.

Subject: Re: Singleplayer HUD
Posted by [a000clown](#) on Wed, 14 Oct 2009 21:37:21 GMT
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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.

Subject: Re: Singleplayer HUD
Posted by [Dover](#) on Wed, 14 Oct 2009 21:54:33 GMT
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By the way, you're a wimp for playing on Recruit difficulty.

Subject: Re: Singleplayer HUD
Posted by [a000clown](#) on Thu, 15 Oct 2009 04:12:41 GMT
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Recruit has the most powerup spawns, which is obviously what I needed to quickly gather screenshots...

Subject: Re: Singleplayer HUD
Posted by [Dover](#) on Thu, 15 Oct 2009 04:41:58 GMT
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a000clown 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.

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 23:37Well 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.

Subject: Re: Singleplayer HUD
Posted by [a000clown](#) on Thu, 15 Oct 2009 08:09:35 GMT
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Dover 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.
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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?

Subject: Re: Singleplayer HUD

Posted by [Ethenal](#) on Mon, 19 Oct 2009 01:22:55 GMT

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Dover wrote on Wed, 14 October 2009 23:41a000clown wrote on Wed, 14 October 2009 21:12Recruit has the most powerup spawns, which is obviously what I needed to quickly gather screenshots...

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The fact you know that is far worse than him playing on Recruit LMAO

Subject: Re: Singleplayer HUD

Posted by [Dover](#) on Mon, 19 Oct 2009 06:24:28 GMT

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Ethenal wrote on Sun, 18 October 2009 18:22Dover wrote on Wed, 14 October 2009 23:41a000clown wrote on Wed, 14 October 2009 21:12Recruit has the most powerup spawns, which is obviously what I needed to quickly gather screenshots...

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I kept pretty meticulous records. I started writing up the singleplayer walkthrough for the Renegade Wiki, then had a little hiatus halfway through, then when I came back I had the intention of rewriting it from the beginning but never quite got around to it.

TL;DR I had to know things like that -- I had volunteered to tell others about it.

Subject: Re: Singleplayer HUD

Posted by [RadioactiveHell](#) on Mon, 19 Oct 2009 06:43:02 GMT

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Ethenal wrote on Sun, 18 October 2009 20:22Dover wrote on Wed, 14 October 2009 23:41a000clown wrote on Wed, 14 October 2009 21:12Recruit has the most powerup spawns,

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The fact you know that is far worse than him playing on Recruit LMAO

LOL I love you, Ethenal.

Subject: Re: Singleplayer HUD

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

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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 others to finish some major part, then he might look into this and decide whether it can or cannot be done.
