Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by saberhawk on Thu, 25 Dec 2008 22:02:56 GMT

cAmpa 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.