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Subject: In-game building health meter

Posted by [pawky](#) on Sun, 21 Dec 2008 19:48:39 GMT

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Hi,

Sorry if this has been discussed before but given the unique nature of Renegade, I think it would be greatly convenient if some sort of building health meter is attached in the main screen.

I have seen concept screenshots from Sir Kane and Scrin before that show GDI and Nod building icon on the main screen so players are aware of the health of their buildings...

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