

---

Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [KobraOps](#) on Sat, 03 Jan 2009 05:02:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

[quote title=Yxs wrote on Fri, 02 January 2009 16:33]andr3w282 wrote on Fri, 02 January 2009 14:24] played last night in n00bstories for a good hour or soo, and a good 40 players at that

- I never looked at the mine count
- I never looked at the remote c4 count
- I never looked at the timed c4 count

-I glanced at the building health bar when i heard "X Building is Under attack " and saw that there was no health changes

-I glanced at the minimap once when i was driving backwards and fighting a tank just to guarrantee I wouldnt hit one of the rocks on the map and yet i had an easier time doing it from memory rather then the image.

You know what actually helped me the most? The flashing health in the middle of my screen informed me when i got hit fighting a sniper, or when i was starting to get owned in a tank fight.

Again u didnt read my post u moron. I said it effects SMALL games greatly. If u ever played a small cw (real renegade) u might understand.

---