
Subject: Re: Hud with building bars

Posted by [Genesis2001](#) on Sun, 25 Jan 2009 18:43:34 GMT

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Quote:That is the mayor argument against this. It will harm gameplay if everyone has it. And if not everyone has it, then it would be unfair for the ones that don't have it.

Another point in this is, if you allow the game to be made easier (yes this will really make it easier, if you use it right), then where does it end? I mean, if you allow buildingbars then you're not far away from allowing brightskins. They only make the enemy easier to see, much like buildingbars only makes the base easier to oversee. If you allow brightskins, then you might also allow radarhack. As you would be able to see him anyway, when he got around that corner. If you allow radar hack, then you might as well allow spectate. I mean, you know he was around the corner, so why not just go through the wall to kill him eh? It's just easier and faster.... If we can go through a wall it would also be easier if we could look through it, so we don't get surprised when we go through. Oh and now we're here, let's also allow aimbot. I mean, you didn't have to be careful anymore, because you knew he was around the corner, kwen exactly where he was, you just had to align and press the trigger. You know what? Let's also allow triggerbot, then you only have to press shift to get a kill.

Oh wait, then you've taken away about all aspects of the game.... That's my point, This will take certain tactics/strategies of the game. That'd be a pity, would it not?

Change gameplay, yes it would. But old tactics get boring also...Having to change your tactics is part of real combat; the enemy will try to find new ways to, in your words, "cheat", their enemy. (Note this is not a support for cheating - I did not mean anything related to allowing cheats) You have to be on your toes and alert.

Your argument describing a chain-reaction of allowing building bars is bull----.

Here's a suggestion for a compromise(though it'll probably fall on deaf ears)Re-draw the screen that shows building info (the one that shows when you press "K") to appear on the HUD. Not saying make it completely do away with that screen shipped with renegade altogether...simply redraw the info shown on the screen to the HUD - KEEPING the immobile nature of the existing screen.

Quote:For the TS being a cheat argument:

I have used TS often enough in public games, but there's one mayor problem with it. There is at best perhaps half of your team on TS. For proper teamplay, you'll still need to type every thing out. Simply because otherwise you're handicapping your own team. Half of the team can't do teamwork then. Basically you have a disadvantage of having about half of your players less then the other team. Simply because they will use F3 chat, and will hopefully work as a team, with ALL players. And we all know that 1/2 VS 1/4 isn't a match.....

All you really need is about ~5 players on TS and you have a good team/teamplay.

Quote>Edit: shit, I bet that at least half of the pro-buildingbars is not going to read my post because they think it's too long. Does rove something then....

lol.
