
Subject: Re: Hud with building bars

Posted by [Starbuzz](#) on Tue, 27 Jan 2009 21:52:56 GMT

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R315r4z0r wrote on Tue, 27 January 2009 13:03 I fail to see how knowing what the health of your structures are will make it easier to defend.

If you are away from your base, and hear "Structure under attack" you aren't going to magically get there faster if you have the HUD to tell you the structures health.

But you know EXACTLY in real time which structure is taking the most damage so you would either alert your mates (if they did not have the HUD themselves) and/or you would rush to the one that is taking the most damage.

R315r4z0r wrote on Tue, 27 January 2009 13:03 The only difference is HOW you obtain the information, and that has absolutely no consequences, repercussions, or negative effects on gameplay at all!

Seriously, what difference in results will occur if I press K to check the status of my power plant 1 second after I heard a damage warning and if I press K to check the status 5 seconds after? NOTHING! There is no difference at all! You can only run at a given speed meaning it does not matter how you obtain the information nor how long it takes you to obtain it, it will have the same end result EITHER WAY. Therefore it is completely absurd to think it will effect the gameplay at all if you have the building bars on your screen.

Nope!

The HUD with building bars allows you to have an unconscious awareness of all your team structures while on the other hand it takes a conscious effort and more awareness on your part to check tapping "K"

I think what is absurd here is the claims that it won't affect gameplay.

Consider this: You are Nod on City_Fly and you are under siege by GDI. Defending can be quite a task and most demanding in this map at such times. GDI can have Meds near Nod's left hitting PP/Air/Ob, MLRS by the bridge hitting PP/Ref/Air alternatively, and Orca's on both sides hitting Air/HON. There is absolutely no denying the fact that this HUD will be be advantageous in helping you repair your buildings much more efficiently with much less chance of you losing a building.

Your HUD eliminates time lag, my default WW HUD doesn't. Hence, you have advantage over me.

Saberhawk wrote on Tue, 27 January 2009 17:17 However, there's no room to display that info and still have the battlefield visible.

I would like to have this question answered straight forward: why exactly do you require the battlefield to be visible?

I think it is safe to say that Westwood had gone over this during Renegade's development. The very fact that they have even included map-specific appropriately named "Battlefield Information" screens which is accessible by pressing a key is proof enough to the thought process that went into this.

I mean, I am sure they thought about what to include on the HUD and what not to.

Saberhawk wrote on Tue, 27 January 2009 17:17 One good compromise would be to make the building bars easier to use. And I mean far easier. What I mean by this is that the building bars currently have a high IAC ("information access cost") by being at the edges of the screen,

You make a tremendously excellent point in pointing out the "IAC" and it being at the edges of the Battlefield Information screen.

But why change or modify a professionally designed HUD? Renegade's HUD is small, sleek, and well designed. It contrasts with the main screen yet manages to stay small, doesn't hinder you visually, and gives you the necessary information.

Even if the HUD you are proposing has 2 modes; the "offense" and "defense" mode, it is fairly safe to assume that players who choose to defend will use the "defense" HUD while those that head out in vehicles use the "offense" HUD. The gameplay will still be affected and we are back at square one.

Saberhawk wrote on Tue, 27 January 2009 17:17 so let's fix that deficiency. Let's add a vastly improved building health/C4 information display somewhere where it's "cheap"; your primary field of view for example.

Now here is a suggestion:

This is how the Battlefield Information screen looks currently; notice the building bars on the opposite sides of the screen:

Toggle Spoiler

This most definitely has a "IAC" attached due to it requiring you to view the left and then the right side of the screen to view each team's structure. Why tire the eye when it could be arranged more efficiently?

Why not make it like this:

Toggle Spoiler

You tap "K" and the most vital info is right there in the middle without you needing to stroll your eyes left and right during a heated game. Not only do you immediately focus on the buildings, you also ignore the much less used player list. Not only is the information presented much efficiently but gameplay is preserved.

And if this cannot be done, how about a separate well-designed screen which shows all this information plus more efficient mine counter and mapped to a new key?

Of course all this is useless if there's no way to monitor as people will use whatever they wish and nothing will stop them. Not that anything I have said is going to make a slight damn difference...I have been warned I maybe wasting my time but just food for thought.

My hope is for TT to NOT endorse these advantage HUDS in the slightest and classify them as cheats and make no compromises in regards to the upcoming patch.

NOTE: I could care less about having this as I am used to Renegade the way it is.
