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Subject: Re: Hud with building bars

Posted by [R315r4z0r](#) on Tue, 27 Jan 2009 22:55:17 GMT

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The only bright skins that give advantages are bright ones for C4 and beacons. Also stealth effects.

Any other bright skin, regardless of what anyone thinks, is not "advantages" because all you are doing is just making an already stupidly visible character brighter.

Finding a character with normal skins in Renegade is like finding a fire in the snow. Putting on a bright "advantage" skin to "help" you find players is like putting wood on that fire.

I don't use any skins myself, but I don't think those types of skins are advantage skins. Only bright skins for C4 and stealth effects are advantages. (So yes, I consider the Spongebob skin a cheat)

Starbuzz wrote on Tue, 27 January 2009 16:52 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. Unfortunately, no. It makes no difference because you have the ability to check structures, in real time, anyway.

Telling your teammates? That would be a horrible waste of time. To clarify, I don't use building bars in my HUD, and in this type of scenario, I would have a full idea of what is going on back in my base and what is under attack with or without even having to press K.

So, are you implying that all other Renegade players are morons who don't know how to play, chat, and defend? Why should I have to tell them our base is under attack?

If I can determine all of that without even having to check any status screens or what not, what makes you think other players can't either?

Starbuzz wrote on Tue, 27 January 2009 16:52 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.

I'm going to assume you mean "subconscious" not "unconscious." And no, you aren't able to subconsciously read the building bars in your HUD. At least that is what I determined from all the screenshots I've seen of them. If someone can't subconsciously read the rather large and important health bar at the bottom of the screen, what makes you think someone can read something as tiny, miniscule, and non-vital as the health of a structure back at base? Let alone choosing the correct one in the cramped list of up to 12 different structures and health bars!

However, judging by your reply... did you not read the question I asked? Or did you assume it was

a typo or something?

I didn't refer to the building bars at all. I noted both times pressing the K button. I'll brake it down better, this is what I said:

You are in the field, away from your base, when all of a sudden you hear one of your buildings is under attack. Now, how will the end result differ under the following two actions:

1. You press K as soon as you hear the announcement to check the status of the structure then head out to defend it.
2. You start walking back to the base but after about 5-10 seconds you press K to check the status of the structure.

There will be no difference in the end result because:

1. Each time you start at the same position.
2. You take the same amount of time to get from point A (Field) to point B (Structure).
3. You knowing any sort of bit of information, regardless if you should know it or not, will not help you get to your base faster and defend better.
4. If someone is attacking your base, then, chances are, you have other people on your team to defend. It's not like your team isn't allowed to do anything until you tell them its ok to...