
Subject: Re: Renegade X - February Update!
Posted by [u6795](#) on Mon, 02 Feb 2009 21:09:17 GMT
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Havoc 89 wrote on Mon, 02 February 2009 15:31Hey all,

We had an internal discussion when we were very early in the development stage of this hud about additional information and server side options so let me fill you in on those discussions.

We did decide that we will have the option of disabling all of the new items in the hud with a click of a button at the player's will to simply switch back to a classic layout. Ofcourse that brought up the discussion about "well it wouldnt be fair if someone wanted to use classic style and other wanted to use the full hud". So we decided that it will be upto the server admin to select which new features of the hud they want to globally disable so that none of the player can view them. However all the other info in ren which was accessible with the "J", "K" and "L" keys will still be available.

All of the new info that is in this new hud minus the mine count and vehicle count were already available to any player to view at any time. They even had the info on the enemy structure status. We simply decided to make that information more easy to view without having to push and hold a button to view them while that pauses all of the player's actions. Also some of the new huds that are made for the original ren have already integrated the mine count system which in my opinion is a great new addition. Its a small enough detail which allows you to miss any change if you're not paying attention to that detail. Its simply the same process with this new hud.

I hope that clears everything up.

This does sound like a good compromise. Hopefully there'll actually be servers that host with the extra features disabled, although I'm sure nobody would care.
