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Subject: Re: Renegade X - February Update!

Posted by [EvilWhiteDragon](#) on Mon, 02 Feb 2009 21:39:10 GMT

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Starbuzz wrote on Mon, 02 February 2009 17:15 Pretty neat stuff with the maps and vehicles. New HUD looks beautiful though I liked the original HUD remake; it looked awesome still.

A bit disappointed with extra info on HUD though would suggest you make a toggle feature for the building info to keep screen clutter-free. I think Renegade X would play a bit differently than Renegade gameplay-wise.

I'm sure it will play differently with this HUD :(I'm seriously disappointed about all the information that just shouldn't be available to the normal soldier. As a commander hud, it might work. Before this HUD I loved it now I have second thoughts, so I hope you'll make it serverside-controllable.

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