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Subject: Re: Renegade X - February Update!

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 02 Feb 2009 21:58:04 GMT

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Havoc89 summed it what I wanted to say, the extra information on the HUD will be up to the server host, and you will be able to toggle it on and off whenever. Though I just wanted to say, what extra information are you really getting? In Renegade, you were also able to check the health of buildings, mine limits and vehicle limits.

The only difference was, to see your buildings' health you had to hold K, or to see the mine limits you had to type in a command for most servers. All that really just got in the way of the gameplay. The new HUD does not display more information, but rather the same information and much more easily accessed.

Though again, if you really have a problem with that, then have the option off on your server. It's that easy.

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