EvilWhiteDragon wrote on Mon, 02 February 2009 15:39Starbuzz wrote on Mon, 02 February 2009 17:15Pretty 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 avaible to the normal soldier. As a commander hud, it might work.
Before this HUD I loved it now Ihave second thoughs, so I hope you'll make it serverside-controllable.
Why does this have to be realistic? Why are you guys making a big deal? You guys are making it seem like it's ruining the entire game, you're giving insignificant and unlikely examples like "WHUT IF UR IN THE MIDDLE OF A INTENSE BATTLE!" FFS, people! IF you were in the middle of an "intense battle", you wouldn't have time to run back all the way to that building anyways.

The game already announces every other time when a building is damaged (which you'll most likely notice more than the hud), and Renegade already offers a way to check both team buildings health, just by pressing K!

You guys are fucking BRAINWASHED. All starting from a harmless little hud, you're all fucking CONVINCED that this will RUIN the game ENTIRELY! AGAIN, this is WAY too insignificant! GET OVER IT, and keep playing. These "everyday situations" you're listing where the hud would come in handy, THEY often SELDOMLY!
STOP WORRYING!