
Subject: Re: Renegade X - February Update!
Posted by [R315r4z0r](#) on Wed, 11 Feb 2009 01:01:07 GMT
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First of all, no it isn't an opinion. An opinion is a personal outlook on a specific situational or question. Something that I think and does nothing towards any actual results in the long run.

A fact is something that has information or some physical proof that backs it up.

I don't think it will have no noticeable impact on gameplay, I know it wont. It's not my opinion, it's a fact.

I respect your position on whether or not you prefer the old way or the new way. I'm just trying to correct some of the facts that people on your side of the argument are making.

So, yes I said I was saying a fact, not an opinion. So what's backing that statement up?

1. All information is given to each player, regardless of how they are getting it, they will always have a way to get the information.

2. Someone knowing some information and someone acting on that information are two different things. If you get information slightly faster at a convenience, your actions revolving around that information will not become any quicker, nor will your thought process be changed or disrupted.

The only difference is, like I said, would be that you will start acting slightly faster. (The difference in time between the time it takes you to look at your HUD information (H) and your 'K' status screen (K) would be equal to the amount of time you save (T).. or to put it into an equation: $K - H = T$.

So, for example:

Let's say it takes you .5 seconds to read the building bar and assess the information. [H]

If you were to use the status screen, it would of taken you 2 seconds (for the sake of argument, as it may take you faster than that) [K]

So:

$K - H = T$

$2 - .5 = 1.5$ seconds saved. Thus increasing your game speed by 1.5 seconds.

Now that's only when there are structures under attack, the rest of the game play remains completely untouched. So, unless I'm missing some detail, can you explain to me your reasoning behind how 1.5 seconds will tarnish the game play?

Second of all, I haven't flamed anyone. The last time I flamed someone was an accidental sarcastic remark in a thread a few weeks old in the Heated Discussion board.

Edit: One thing I forgot to mention that you might want to know about. They have said that using the K status menu in UT3 WON'T interrupt your gameplay like it does in Renegade. In UT3, the menus have the ability to be navigated while the game is still in play. So you can call up the

status screen and still see and play with your character unlike how it was in Renegade where you completely pause for a second.
