Subject: Re: Hud Help
Posted by Gen_Blacky on Mon, 18 Jan 2010 18:03:30 GMT
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Sir Kane wrote on Mon, 18 January 2010 18:35Gen_Blacky wrote on Sun, 17 January 2010
17:06Sir Kane wrote on Sun, 17 January 2010 16:33Clear advantage right there.

whats the advantage you see the team vehicle count?

Well, if you can't build one, but your team's current count is below limit, you know how many the
enemy has!

wouldn't the limit still be 8 even if the other team had your vehicles. If so then you wouldn't really
know if the enemy team had any of your vehicles.

Edit
I tested it out and even if nod has the vehicle it still counts on the vehicle counter. It might work
different on modified servers since this is just a lan game. The counter doesn't currently get the
current vehicles when the player is in a vehicle that could be another reason.

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File Attachments
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1) ok.jpg, downloaded 650 times