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Subject: Re: building bar derail - again

Posted by [R315r4z0r](#) on Tue, 06 Apr 2010 17:05:58 GMT

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The 'advantage' of building bars is barely an advantage at all. It doesn't help you win and it doesn't make the game easier for you.

It's also debatable that the health dropping is noticeable instantly.

The fact is, regardless of how sure anyone is, there is no possible way (i.e. it's impossible) to tell whether or not it is an advantage or not. This is because everyone plays and perceives information differently.

For me, I would not consider using it as an advantage. This is because I barely notice when my own health is flashing red because I'm about to die let alone a building's health bar that is 5x smaller than my own health bar. I'm also willing to bet that even if I did use building bars I would still use K because it is a hard habit to break. In Renegade X, the 'K' menu updates in real time so you don't have to constantly tap the button to refresh it. However I always find myself tapping away at it regardless.

To me, noticing when a building's health bar drops on my HUD would be like driving a car and noticing when the minutes change on the digital clock on the radio. It's not very attention grabbing and it's not a very pressing issue.

However, I don't know how other people use their HUD, so I cannot say for certain that it would not be an advantage for other people.

However, if you want my overall opinion on the matter, then I believe that building bars just aren't an important enough issue to change the game in favor of anyone else. If you think otherwise, then you're just being ignorant. It just isn't a very big deal and therefore doesn't have an effect on the gameplay.

People think that they will totally tarnish and ruin the game's integrity, but they are ill-informed and jumping to conclusions. It's like taking a single grain of sand and tossing it onto a white piece of paper and therefore declaring the paper dirty.

People who are heart set on it being an advantage need to perform an experiment. Play a game of Renegade normally, record your score and whatnot. Then install some building bars and play in similar conditions. Compare your results and see if you really did drastically improve your game. Chances are, you did no better or no worse (within a set margin of human error, of course). I would also be willing to bet that you barely used the information provided by the building bars on your HUD either.

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