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Subject: Re: RSF Raptor

Posted by [R315r4z0r](#) on Tue, 25 May 2010 23:02:19 GMT

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Glock wrote on Tue, 25 May 2010 18:51 CarrierII wrote on Tue, 25 May 2010 17:20 TL;DR - HUDs display that info real-time, which is a big advantage compared to the normal non-real-time-updating, make you stand still display.

This. I can't understand why people can't seem wrap their heads around such a simple concept. Because not everyone uses those 'non-real-time-updating' menus the same way.

I for one don't stand still when I use them. It's very easy to use them while moving. All you need to do is flicker the menu. That way it updates faster and doesn't make you have to stand still to read it. It also makes it easier to see what buildings are under attack if there is no announcement given.

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