
Subject: Renegade Alert HUD Update: Radar
Posted by [Renx](#) on Tue, 05 Oct 2004 18:13:42 GMT
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The first addition to the new HUD will be the Radar. Eventually every feature in the HUD will be remade, and new features will be added. We'll keep you updated on those as they are worked on.

The new Radar will have an overview of the entire map. Buildings, Vehicles, Base Defences, Walls, Infantry, and even elevations will be visible on your radar. As you move across the map, the overview on the radar will follow you as well, keeping you at the center. Units moving in the game will also move on the Radar.

Zooming in and out is also supported by the new Radar. It can zoom anywhere between 60 and 150 meters from the ground(60 being the minimum, 150 being the maximum). However, as you zoom out, you will lose some details on the Radar. Zooming in will result in more detail, of course.

Here is an example of what's completed so far. Keep in mind the objects in the Radar at the moment are only temporary, and will later be replaced(The background with the real map overviews, ect..). The old radar will obviously not be there either, along with the rest of that HUD.

All of this has been coded by Silent Kane, and he is still adding more features to it as well.

<http://dynamic6.gamespy.com/~renalert/forum/index.php?&act=ST&f=5&t=4835>

Subject: Renegade Alert HUD Update: Radar
Posted by [PermaGrin](#) on Tue, 05 Oct 2004 18:37:40 GMT
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Great idea to have added in. Look forward to seeing the end product as the testing phase doesnt look that eye pleasing. How will you be able to control the ability to zoom in and out?

Subject: Renegade Alert HUD Update: Radar
Posted by [Sir Kane](#) on Tue, 05 Oct 2004 18:39:43 GMT
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Zoom is controlled by pressing keys.

And I just need to finish my 3ds max plugin to render decent top views.

Subject: Renegade Alert HUD Update: Radar
Posted by [htmlgod](#) on Tue, 05 Oct 2004 19:59:11 GMT

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I think that's a pretty good idea, but with all the other expansions on the original game (IE increased polygon counts, larger textures), I'm starting to get a bit worried about performance of the game. I've already heard a lot of people say that their computers perform worse in Renalert than they do in renegade.

Subject: Renegade Alert HUD Update: Radar
Posted by [YSLMuffins](#) on Tue, 05 Oct 2004 20:02:12 GMT
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That looks really great. :thumbsup:

Edit: Never mind, but the link you posted gives me a board message...

Subject: Renegade Alert HUD Update: Radar
Posted by [Panther](#) on Tue, 05 Oct 2004 20:03:38 GMT
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Interesting. Looks like it should be well done.

Subject: Renegade Alert HUD Update: Radar
Posted by [Dan](#) on Tue, 05 Oct 2004 20:29:12 GMT
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Sweet! Will the radar rotate to which direction you are facing? It would make it easier to navigate around terrain. Or, you could have an arrow on the radar showing which way you are facing.

Subject: Renegade Alert HUD Update: Radar
Posted by [Aircraftkiller](#) on Tue, 05 Oct 2004 20:33:37 GMT
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htmlgod I think that's a pretty good idea, but with all the other expansions on the original game (IE increased polygon counts, larger textures), I'm starting to get a bit worried about performance of the game. I've already heard a lot of people say that their computers perform worse in Renalert than they do in renegade.

And? The system specifications were raised 40%, you shouldn't be running on a god damned TNT card anymore with just 128 MB of RAM.

To get a good gaming experience in RA, the minimum requirements are a 1.25 GHz processor, Intel or AMD, with a graphics card that carries at least 64 MB of RAM and is above the level of a

GeForce 4 MX. You'll also want at least 256 MB of RAM. If you don't meet those requirements, you're probably going to have framerate problems.

I run fine with 512 MB of DDR, FX 5200 graphics, and a 2.8 GHz Intel Pentium 4 processor.

Subject: Renegade Alert HUD Update: Radar
Posted by [smwScott](#) on Tue, 05 Oct 2004 22:43:02 GMT
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Ren Alert runs alright I guess. I'm certainly glad they're making the visual enhancements, but they seem to be pushing the W3D engine past where it can go. The fact that I get on average a somewhat better FPS with Far Cry and Doom 3 is pretty odd. It's pretty clear that on the graphics to performance ratio RA doesn't perform nearly as well as newer games, but they're doing the best they can with the engine. But whatever, my computer still handles it more than well enough, so it's not a big deal to me.

The radar looks nice and should help gameplay a good bit, gives the players a much better reason to protect the Radar Dome now.

Subject: Renegade Alert HUD Update: Radar
Posted by [icedog90](#) on Tue, 05 Oct 2004 23:18:42 GMT
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AircraftkillerhtmlgodI think that's a pretty good idea, but with all the other expansions on the original game (IE increased polygon counts, larger textures), I'm starting to get a bit worried about performance of the game. I've already heard a lot of people say that their computers perform worse in Renalert than they do in renegade.

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I run fine with 512 MB of DDR, FX 5200 graphics, and a 2.8 GHz Intel Pentium 4 processor.

He has a Radeon 9800 Pro, not a TNT, just in case you meant he has one.

I run fine too, but it does indeed run quite slower than Renegade. I have 512MB DDR, FX 5600 256mb, and an Athlon XP 2600+ (2.1ghz).

I was told you don't add VIS your levels, was that person wrong?

Subject: Renegade Alert HUD Update: Radar
Posted by [SuperFlyingEngi](#) on Tue, 05 Oct 2004 23:22:40 GMT
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Aircraftkillerwith a graphics card that carries at least 64 MB of RAM and is above the level of a GeForce 4 MX.

Oh sh*t.

Time to finally purge that GeForce 2, I suppose.

Oh well, needed a new one for Half-Life 2, anyways.

Subject: Renegade Alert HUD Update: Radar
Posted by [jonwil](#) on Tue, 05 Oct 2004 23:36:24 GMT
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I got a GeForce 4 MX 440, a Penium 4 2.4 and 512 ram and I can handle RenAlert no problems.

Subject: Renegade Alert HUD Update: Radar
Posted by [Chronojam](#) on Wed, 06 Oct 2004 00:20:21 GMT
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I used to have a 1.4ghz, with an nvidia TNT2 <- sux0r vid card.

And I ran Renalert alright.

Subject: Renegade Alert HUD Update: Radar
Posted by [PhrozenUnit](#) on Wed, 06 Oct 2004 02:24:50 GMT
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800mhz P3 with a radeon 7000 <- uber sux0r vid card.

I run RenAlert at 60+fps

Subject: Renegade Alert HUD Update: Radar
Posted by [Vitaminous](#) on Wed, 06 Oct 2004 03:26:00 GMT
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Specification-wise I'm fine, but I want to see the final version of the HUD before making any comments on it.

Subject: Renegade Alert HUD Update: Radar
Posted by [PiMuRho](#) on Wed, 06 Oct 2004 05:30:52 GMT
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Here's a nice sample of what the average hardware is:

<http://www.steampowered.com/status/survey.html>

Subject: Renegade Alert HUD Update: Radar
Posted by [Sir Phoenixx](#) on Wed, 06 Oct 2004 13:08:12 GMT
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I think my computer is pretty much the crappiest around (For now...), and I run it at around 30-40fps...

Subject: Renegade Alert HUD Update: Radar
Posted by [Renx](#) on Wed, 06 Oct 2004 13:50:48 GMT
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YSLMuffinsThat looks really great. :thumbsup:

Edit: Never mind, but the link you posted gives me a board message...

That's my fault, for some reason it was linked to editing that game update post, and of course it would only work if you had access to do that . All fixed now.

Subject: Renegade Alert HUD Update: Radar
Posted by [Naamloos](#) on Wed, 06 Oct 2004 17:03:57 GMT
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Sir PhoenixxI think my computer is pretty much the crappiest around (For now...), and I run it at around 30-40fps...

In a game with 28+- players... i play with 10 FPS! w00t! So tell me, Who's pc is sucky?

And the highest FPS i EVER had is 62! wh333!!!!11!!!

Subject: Renegade Alert HUD Update: Radar
Posted by [icedog90](#) on Wed, 06 Oct 2004 19:10:50 GMT
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Sir PhoenixxI think my computer is pretty much the crappiest around (For now...), and I run it at

around 30-40fps...

Keep in mind that I have all settings turned on and up to high. I'm also running at 1024x768 resolution in-game.

My average fps in RenAlert is usually 50 - 85 fps. On some DM levels I would reach 90 - 120 fps. I'm not saying I run slow, I'm just saying I run the same speed in Renegade but in high player games, but that was kind of the point. I guess I'm fine.
