
Subject: Hud with building bars
Posted by [b00tz92](#) on Tue, 20 Jan 2009 10:35:20 GMT
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when will this be released

Subject: Re: Hud with building bars
Posted by [Goztow](#) on Tue, 20 Jan 2009 10:50:21 GMT
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b00tz92 wrote on Tue, 20 January 2009 11:35when will this be released
It will hopefully not be released because it's an obvious cheat.

/me waits for 50 replies saying the contrary

Subject: Re: Hud with building bars
Posted by [danpaul88](#) on Tue, 20 Jan 2009 11:21:35 GMT
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Goztow wrote on Tue, 20 January 2009 10:50It will hopefully not be released because it's an obvious cheat.

Seconded.

Subject: Re: Hud with building bars
Posted by [jonwil](#) on Tue, 20 Jan 2009 11:25:04 GMT
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I too do not wish to see it released.

Subject: Re: Hud with building bars
Posted by [mr£ÄŞÄ-z](#) on Tue, 20 Jan 2009 11:30:20 GMT
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jonwil wrote on Tue, 20 January 2009 05:25I too do not wish to see it released.

Subject: Re: Hud with building bars
Posted by [DL60](#) on Tue, 20 Jan 2009 11:40:39 GMT
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Quote:when will this be released
Never as long as lots of players consider it as cheat.

Subject: Re: Hud with building bars
Posted by [Reaver11](#) on Tue, 20 Jan 2009 12:02:46 GMT
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DeathLink6.0 wrote on Tue, 20 January 2009 05:40Quote:when will this be released
Never as long as lots of players consider it as cheat.

And I hope it stays like that.

Subject: Re: Hud with building bars
Posted by [Caveman](#) on Tue, 20 Jan 2009 12:08:32 GMT
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Settled then its a cheat. Lets lock the topic and move on

Subject: Re: Hud with building bars
Posted by [ErroR](#) on Tue, 20 Jan 2009 12:57:31 GMT
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sure it would be nice to have such a thing but it's a cheat so stick with the old K

Subject: Re: Hud with building bars
Posted by [dr3w2](#) on Tue, 20 Jan 2009 13:13:28 GMT
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DeathLink6.0 wrote on Tue, 20 January 2009 05:40Quote:when will this be released
Never as long as lots of players consider it as cheat.

yup exactly. I have my code in a class and can easily be released, just need to add one line to three different spots in shaderhud .cpp and shaders.cpp -- Exactly the same idea as saberhawks health notice code.

However due to the issue of many people thinking it is a cheat I wont be releasing it anytime soon.

Subject: Re: Hud with building bars
Posted by [ErroR](#) on Tue, 20 Jan 2009 13:14:36 GMT
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andr3w282 wrote on Tue, 20 January 2009 15:13DeathLink6.0 wrote on Tue, 20 January 2009 05:40Quote:when will this be released
Never as long as lots of players consider it as cheat.

yup exactly. I have my code in a class and can easily be released, just need to add one line to three different spots in shaderhud .cpp and shaders.cpp -- Exactly the same idea as saberhawks health notice code.

However due to the issue of many people thinking it is a cheat I wont be releasing it anytime soon. using it is a cheat too you know..

Subject: Re: Hud with building bars
Posted by [YazooGang](#) on Tue, 20 Jan 2009 15:06:43 GMT
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"TT, will you please remove the K key, its a cheat"

Subject: Re: Hud with building bars
Posted by [danpaul88](#) on Tue, 20 Jan 2009 16:23:18 GMT
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The K key is not a cheat, removing the necessity to PRESS the K key in the first place IS a cheat, as it gives you an advantage over players without that functionality.

If you disagree, try driving your car at a steady 70mph down a motorway with a screen that becomes opaque (non-see-through for those of you who don't recognise that word) for 10 seconds every minute. I doubt you would manage that without crashing into something.

Subject: Re: Hud with building bars
Posted by [Spyder](#) on Tue, 20 Jan 2009 16:43:02 GMT
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I don't have a 'K' button on my keyboard

Subject: Re: Hud with building bars
Posted by [cAmpa](#) on Tue, 20 Jan 2009 17:04:40 GMT
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lol.

Subject: Re: Hud with building bars
Posted by [dr3w2](#) on Tue, 20 Jan 2009 17:14:39 GMT
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ErroR wrote on Tue, 20 January 2009 07:14andr3w282 wrote on Tue, 20 January 2009 15:13DeathLink6.0 wrote on Tue, 20 January 2009 05:40Quote:when will this be released
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yup exactly. I have my code in a class and can easily be released, just need to add one line to three different spots in shaderhud .cpp and shaders.cpp -- Exactly the same idea as saberhawks health notice code.

However due to the issue of many people thinking it is a cheat I wont be releasing it anytime soon. using it is a cheat too you know.. theres no global statement that it is a cheat.

And to my knowledge, most servers have not officially confirmed it as being a cheat.

And , ontop of it all, n00bstories has yet to officially confirm it is a cheat, which is the only server i play on.

A lot of people think it is a cheat, and a lot others don't.

edit

To further my point on the mixed opinions:
http://www.renegadeforums.com/index.php?t=msg&th=31482&prevloaded=1&rid=21670&start=0#msg_366174

Subject: Re: Hud with building bars
Posted by [Genesis2001](#) on Tue, 20 Jan 2009 17:49:36 GMT
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andr3w282 wrote on Tue, 20 January 2009 10:14And to my knowledge, most servers have not officially confirmed it as being a cheat.

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To further my point on the mixed opinions:

http://www.renegadeforums.com/index.php?t=msg&th=31482&prevloaded=1&rid=21670&start=0#msg_366174

Agreed. It's already available so it's not a cheat >.> It just saves one key-stroke. Only downside is it can clutter your display minimizing your view of the battlefield.

Although...if you could make it so when you press 'K', it shows it on the HUD rather than displaying a whole new screen...that'd be a nice feature. (and compromise imho)

Subject: Re: Hud with building bars
Posted by [dr3w2](#) on Tue, 20 Jan 2009 18:09:34 GMT
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Zack wrote on Tue, 20 January 2009 11:49andr3w282 wrote on Tue, 20 January 2009 10:14And to my knowledge, most servers have not officially confirmed it as being a cheat.

And , ontop of it all, n00bstories has yet to officially confirm it is a cheat, which is the only server i play on.

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****edit****

To further my point on the mixed opinions:

http://www.renegadeforums.com/index.php?t=msg&th=31482&prevloaded=1&rid=21670&start=0#msg_366174

I haven't been able to figure out keyhooks client side through shaders.dll so that can't be done yet Also thats starting to push into the "toggle" kind of things which would support the argument of it being a cheat

Agreed. It's already available so it's not a cheat >.> It just saves one key-stroke. Only downside is it can clutter your display minimizing your view of the battlefield.

Although...if you could make it so when you press 'K', it shows it on the HUD rather than displaying a whole new screen...that'd be a nice feature. (and compromise imho)

I haven't been able to figure out keyhook client side through shaders.dll yet... not sure if it is possible. But even still, a "toggle" would be helpful to those making the argument that it is a cheat

Subject: Re: Hud with building bars

Posted by [Spyder](#) on Tue, 20 Jan 2009 18:11:58 GMT

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Zack wrote on Tue, 20 January 2009 18:49andr3w282 wrote on Tue, 20 January 2009 10:14And to my knowledge, most servers have not officially confirmed it as being a cheat.

And , ontop of it all, n00bstories has yet to officially confirm it is a cheat, which is the only server i play on.

A lot of people think it is a cheat, and a lot others don't.

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To further my point on the mixed opinions:

http://www.renegadeforums.com/index.php?t=msg&th=31482&prevloaded=1&rid=21670&start=0#msg_366174

Agreed. It's already available so it's not a cheat >.> It just saves one key-stroke. Only downside is it can clutter your display minimizing your view of the battlefield.

Although...if you could make it so when you press 'K', it shows it on the HUD rather than displaying a whole new screen...that'd be a nice feature. (and compromise imho)

I like that idea, it's so annoying when you're pressing 'K' on the battlefield and you get that short interval when it's popping up.

Subject: Re: Hud with building bars

Posted by [reborn](#) on Tue, 20 Jan 2009 19:24:51 GMT

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It's also possible to make it with the toggle, similar to pressing "k" so all you see is a black background or something similar with the building health meters.

This in my opinion would be acceptable by almost all peoples standards. But the thing is, I doubt anyone would want it then. The reason they want it is because it's an advantage, implementing it in the manor suggested with a key press toggle would remove that advantage and become less appealing to people.

Even if this version was to be released, it doesn't really matter because the person releasing it would also need to release the source code under the license agreement. That means it could be edited very very simply to not have to press the keyboard, and remove the black.

There's no way with a clear conscience a programmer could release it.

That isn't to say no one will, but it'll come from one of the "shadier" guys (pardon the excellent pun).

Subject: Re: Hud with building bars
Posted by [dr3w2](#) on Tue, 20 Jan 2009 19:31:00 GMT
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reborn wrote on Tue, 20 January 2009 13:24
There's no way with a clear conscience a programmer could release it.

That isn't to say no one will, but it'll come from one of the "shadier" guys (pardon the excellent pun).

Yup , its also not just the idea of the building bars themselves, but that it shows a few techniques that could expand much further then just building health.

Subject: Re: Hud with building bars
Posted by [mr£ÄŞÄ-z](#) on Tue, 20 Jan 2009 19:31:02 GMT
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You can display much more with the scripts.dll, so dont release the gay hud, you can make to many advantages with it

Subject: Re: Hud with building bars
Posted by [DL60](#) on Tue, 20 Jan 2009 20:39:50 GMT
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The idea is was born, pushed up and lots of people want it.

It is just matter of time in my opinion until somebody releases it somewhere but I will not be the one, so stop asking me or cAmpa.

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Tue, 20 Jan 2009 21:07:43 GMT
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It definitely should not be considered a cheat because you aren't gaining any sort of advantage.

However, I agree that it shouldn't be released.

Subject: Re: Hud with building bars
Posted by [mr£ÄŞÄ-z](#) on Tue, 20 Jan 2009 21:09:57 GMT
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If they dont like Renegade how it is then G T F O! Thats why TT wont make any Gameplay changes.

Subject: Re: Hud with building bars
Posted by [pe21789](#) on Tue, 20 Jan 2009 21:15:57 GMT
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You should stop making Weapon replacments, if u dont like Renegade how it is then G T F O! ^^

Subject: Re: Hud with building bars
Posted by [mr£ÄŞÄ-z](#) on Tue, 20 Jan 2009 21:17:54 GMT
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I dont even use them, just needed some Downloads for my Homepage lol, and for my Mod (a small Addition)

Subject: Re: Hud with building bars
Posted by [pvtschlag](#) on Wed, 21 Jan 2009 23:04:26 GMT
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Goztow wrote on Tue, 20 January 2009 05:50It will hopefully not be released because it's an obvious cheat.

Considering that when you type in Renegade you can't control your character at all would make using Ventrilo/TeamSpeak provide a much greater advantage to players then this HUD modification.

No I don't want to see this released, as I like to be sneaky and this makes that harder. I just believe the logic being used to declare this a cheat is flawed. Unless of course you also consider VoIP software a cheat.

Subject: Re: Hud with building bars
Posted by [reborn](#) on Thu, 22 Jan 2009 00:06:42 GMT
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pvtschlag wrote on Wed, 21 January 2009 18:04
Considering that when you type in Renegade you can't control your character at all would make using Ventrilo/TeamSpeak provide a much greater advantage to players then this HUD modification.

That's actually a really good point. Interesting idea.

Subject: Re: Hud with building bars
Posted by [dr3w2](#) on Thu, 22 Jan 2009 00:22:45 GMT
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It's tempting to just release majority of the class code just to get some reactions from people

Subject: Re: Hud with building bars
Posted by [RMCool13](#) on Thu, 22 Jan 2009 01:22:03 GMT
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andr3w282 wrote on Wed, 21 January 2009 18:22It's tempting to just release majority of the class code just to get some reactions from people

Do it, Stir some shit up

Subject: Re: Hud with building bars
Posted by [Genesis2001](#) on Thu, 22 Jan 2009 05:56:08 GMT
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RMCool13 wrote on Wed, 21 January 2009 18:22andr3w282 wrote on Wed, 21 January 2009 18:22It's tempting to just release majority of the class code just to get some reactions from people

Do it, Stir some shit up

I agree!

reborn wrote on Wed, 21 January 2009 17:06pvtschlag wrote on Wed, 21 January 2009 18:04
Considering that when you type in Renegade you can't control your character at all would make using Ventrilo/TeamSpeak provide a much greater advantage to players then this HUD modification.

That's actually a really good point. Interesting idea.

Seconded, lol. Very good point. I'd like to see you ban people from using VoIP software the same way you would for a custom HUD and/or cheats. <.<

EDIT: a lols joke about RenGuard.

RenGuard has detected 'teamspeak.exe' running in the background. Please close this process and continue starting RenGuard normally

Subject: Re: Hud with building bars
Posted by [reborn](#) on Thu, 22 Jan 2009 10:41:34 GMT
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I never thought about it with regards to the teamspeak comparison before. However, it still shouldn't be released because it could be made even more exploitive...

Imagine hacking teamspeak so you could hear all peoples chat no matter what channel they was in. A similar principle could be applied if something like this was released.

Which is annoying because I would of like to at least considered it an option for cnc_reborn. But I don't want that mod to be the reason why a bunch more cheats where spawned.

The only way I would be happy to see it released is if it was closed source, and you had to press a button for it to pop up, and even then it had a black screen behind it to stop you seeing what was happening in game. But that isn't going to happen.

Subject: Re: Hud with building bars
Posted by [Goztow](#) on Thu, 22 Jan 2009 11:58:23 GMT
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It's not because one cheat is freely available that you should release other cheats.

Of course teamspeak gives an advantage over people that don't use it. However, in public games it's of way less matter because you won't ever have more than a very small percentage of the players on TS. So you can yell "incoming flame tank" and only 1 % of your team will hear it, so you'll need to type it out anyway.

If you had one team with TS vs one team without TS, then there wouldn't even be a fair match possible, IMO.

So I agree that using voip is also an unfair advantage but I don't agree that because you allow it that you need to allow other things as well.

Subject: Re: Hud with building bars
Posted by [dr3w2](#) on Thu, 22 Jan 2009 13:45:34 GMT
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reborn wrote on Thu, 22 January 2009 04:41 I never thought about it with regards to the

teamspeak comparison before. However, it still shouldn't be released because it could be made even more exploitive...

Thats exactly the case. If i were to release my code it would take extremely minimal effort to modify it to display other things rather than buildings and health (vehicles and/or units anyone ?)... This is what is delaying me from doing anything with it. With that technically I can't release the shaders.dll without the source due to the agreement. So the whole idea of it being released is at a halt

Subject: Re: Hud with building bars
Posted by [ChewML](#) on Thu, 22 Jan 2009 14:25:55 GMT
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andr3w282 wrote on Thu, 22 January 2009 07:45reborn wrote on Thu, 22 January 2009 04:41I never thought about it with regards to the teamspeak comparison before. However, it still shouldn't be released because it could be made even more exploitive...

Thats exactly the case. If i were to release my code it would take extremely minimal effort to modify it to display other things rather than buildings and health (vehicles and/or units anyone ?)... This is what is delaying me from doing anything with it. With that technically I can't release the shaders.dll without the source due to the agreement. So the whole idea of it being released is at a halt

Slip it to me on the down low homie.

Subject: Re: Hud with building bars
Posted by [pvtschlag](#) on Thu, 22 Jan 2009 18:28:15 GMT
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Goztow wrote on Thu, 22 January 2009 06:58So I agree that using voip is also an unfair advantage but I don't agree that because you allow it that you need to allow other things as well. Then what determines what to allow and what to call a cheat? I would think a cheat would be determined by how great the advantage is. Since this HUD mod gives less of an advantage than players using VoIP software, then it is only logical that this HUD modification not be considered a cheat either.

Subject: Re: Hud with building bars
Posted by [Goztow](#) on Thu, 22 Jan 2009 18:54:27 GMT
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pvtschlag wrote on Thu, 22 January 2009 19:28Goztow wrote on Thu, 22 January 2009 06:58So I agree that using voip is also an unfair advantage but I don't agree that because you allow it that you need to allow other things as well.

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Consider the smallest of cheats: radar hack. It's nothing but a few dots in another color on the HUD. Still, people dislike it even more than final renegade, because it's so hard to catch...

Subject: Re: Hud with building bars

Posted by [Genesis2001](#) on Thu, 22 Jan 2009 18:55:25 GMT

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reborn wrote on Thu, 22 January 2009 03:41The only way I would be happy to see it released is if it was closed source, and you had to press a button for it to pop up, and even then it had a black screen behind it to stop you seeing what was happening in game. But that isn't going to happen.

Then there would no point in having it on the HUD if you're going to black out the screen. ./ it'd be an uglier version of the existing "K"-key popup. ./

Subject: Re: Hud with building bars

Posted by [reborn](#) on Thu, 22 Jan 2009 18:59:14 GMT

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Proving the point that people want it because it is an advantage.

Subject: Re: Hud with building bars

Posted by [R315r4z0r](#) on Thu, 22 Jan 2009 19:12:17 GMT

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Goztow wrote on Thu, 22 January 2009 06:58It's not because one cheat is freely available that you should release other cheats.

Of course teamspeak gives an advantage over people that don't use it. However, in public games it's of way less matter because you won't ever have more than a very small percentage of the players on TS. So you can yell "incoming flame tank" and only 1 % of your team will hear it, so you'll need to type it out anyway.

You can say the same thing about the HUD. And to even more of an extreme extent. Not everyone will be running the HUD. And given the fact that you gain no advantage when using it, to players not running the HUD, they will have absolutely no idea that they are apparently being "cheated." Not in obvious means and not in statistical means (Scores, K/D, or a team's victory are all things that this HUD cannot possibly effect). So if you don't gain any advantage by using it, why

is it a cheat? Why isn't VoIP a cheat?

Using TeamSpeak should be considered a cheat. I don't mind other people using it against me, but that doesn't mean it shouldn't be considered a cheat. And as a cheat, it is exponentially worse than simply having building health bars on your HUD.

Why? Because it allows you to cut out your vulnerability while chatting when you use TeamSpeak. However, you gain no advantage by glaring at a building health bar on the side of the screen. You still have the same amount of vulnerability glaring at the side of the screen as when you press the K button for a half a second.

Not to mention that you can check building's health also by pressing a button on your keyboard where as with VoIP, only people that have it can use it. Meaning people running teamspeak are using a 3rd party program that gives them the ability to do something no one else can.

You don't gain an notable advantage with the HUD, but you gain a excessive advantage with VoIP. However, you want to allow the obvious cheat but ban artistic expression?

Goztow wrote on Thu, 22 January 2009 13:54 Consider the smallest of cheats: radar hack. It's nothing but a few dots in another color on the HUD. Still, people dislike it even more than final renegade, because it's so hard to catch...

But turning the radar on when it is set to not be on is a cheat. Regardless of how big the difference is in the HUD, it is a serious cheat. But the difference is, you obviously gain an advantage over other people and that can, in turn, affect your statistics (such as score and K/D ratio), when using this cheat. Using this HUD gives you absolutely no advantage at all.

reborn wrote on Thu, 22 January 2009 13:59 Proving the point that people want it because it is an advantage.

All it proves is that people don't want their game made ugly...

Subject: Re: Hud with building bars

Posted by [Goztow](#) on Thu, 22 Jan 2009 21:28:41 GMT

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I think you didn't understand that I actually do claim that TS2 can be seen as a cheat.

However, it's an advantage in teamwork only, whereas the building health bars give an individual advantage. So there's the real difference: you get an advantage over the rest of the players, whereas TS gives your team an advantage over the other team.

However, we'll never agree on this. Because you said:

Quote:Using this HUD gives you absolutely no advantage at all.

because you claim that having a glance at the side of your screen is as much handicapping as pressing the 'k' button every 4 seconds. It's your right to think that, I simply cannot agree with that...

About ugliness: some people make their skins bright pink or green as advantage, which proofs those couldn't care less for ugliness, really..

Subject: Re: Hud with building bars
Posted by [pvtschlag](#) on Thu, 22 Jan 2009 21:42:01 GMT
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So I can make a cheat that simply helps teamwork and then it wont be considered a cheat? I'll get right on that...

Subject: Re: Hud with building bars
Posted by [slosha](#) on Thu, 22 Jan 2009 22:16:47 GMT
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Goztow wrote on Tue, 20 January 2009 04:50b00tz92 wrote on Tue, 20 January 2009 11:35when will this be released
It will hopefully not be released because it's an obvious cheat.

/me waits for 50 replies saying the contrary

here's my reply.. no it's not a cheat.. all u have to do is press k or j or something to see building health.. no offense but that's stupid of you to say tbh..

Subject: Re: Hud with building bars
Posted by [dr3w2](#) on Thu, 22 Jan 2009 23:53:19 GMT
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cough

http://andr3w282.bitpwns.com/hud_hide.wmv

Trying to expand on my c++

Subject: Re: Hud with building bars
Posted by [u6795](#) on Fri, 23 Jan 2009 01:15:38 GMT
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andr3w282 wrote on Thu, 22 January 2009 18:53*cough*

http://andr3w282.bitpwns.com/hud_hide.wmv

Trying to expand on my c++

You do realize that with Scripts 3 or beyond (I dunno the number specifically) you can do that ingame normally?

Subject: Re: Hud with building bars

Posted by [R315r4z0r](#) on Fri, 23 Jan 2009 03:02:42 GMT

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Goztow wrote on Thu, 22 January 2009 16:28: However, it's an advantage in teamwork only... Not true. Though that is an advantage I had not even thought that VoIP gave you, it's a minor one. The major one is that it cuts your chatting vulnerability out of the game. With VoIP you can give commands to your team mates or just chat it up while toe-to-toe with an enemy sniper rifle in your face, whereas if you don't have VoIP, you have to wait until it's safe to chat or else you will be standing still, vulnerable, while you type what you want to say. Not only that, but it also eliminates the problem with incomprehensible text riddled with spelling errors and typos. It's also much quicker to say what you want rather than stopping to type what you want. Those are big, game breaking advantages that lead you and your team on the road to an unfair victory.

And for that matter, what do you mean an advantage in teamwork only? This is a team based game. If you alone are running a cheat, your entire team gains the benefits because your score and K/D is added into the total team's score and K/D.

Goztow wrote on Thu, 22 January 2009 16:28...whereas the building health bars give an individual advantage. So there's the real difference: you get an advantage over the rest of the players, whereas TS gives your team an advantage over the other team.

However, we'll never agree on this. Because you said:

Quote: Using this HUD gives you absolutely no advantage at all.

because you claim that having a glance at the side of your screen is as much handicapping as pressing the 'k' button every 4 seconds. It's your right to think that, I simply cannot agree with that...

You misunderstand my point. I never said I thought that pressing K was a handicap nor did I ever say glancing over the screen was/wasn't easier/harder. All I said is that you gain no advantage.

Thus meaning: Pressing K in battle leaves you with no negative drawbacks unless you are stupid and hold the button down for 5 seconds with a mammoth tank 2 meters in front of you.

Glancing to check the side of the screen and pressing K to check the buildings might be of two different difficulties, but the end result is exactly the same and you gain no advantage either way.

What difference does it make pressing a button to check the buildings or looking at the side of the screen to check the buildings? The only difference is the way you do it, you still get the same information in the same amount of time with the same amount of risk. Therefore it provides no advantage one way or the other.

Goztow wrote on Thu, 22 January 2009 16:28: About ugliness: some people make their skins bright pink or green as advantage, which proves those couldn't care less for ugliness, really..

To be honest, this is all up to personal opinion. Some people might like the look of said skins. Obviously, you don't. I don't either, but there are people out there that may, so you don't have the right to force an opinion on them. But in any case, you can't use that as a way to prove something entirely unrelated.

I like this HUD for one reason: It looks nice and has a nice constant design. That's the only reason I keep it, despite it's flaws (like about how hard it is to realize how fast you reach near-death). Despite that obvious disadvantage, I keep the HUD for the single reason because I like the way it looks. Also, giving myself a disadvantage makes the game more fun for me.

u6795 wrote on Thu, 22 January 2009 20:15

You do realize that with Scripts 3 or beyond (I dunno the number specifically) you can do that ingame normally?

This is true, however in his video you can clearly see his reticle is still visible. With the HUD0/1 command, it removes everything from the screen, including scores, text, and your reticle.

Subject: Re: Hud with building bars

Posted by [dr3w2](#) on Fri, 23 Jan 2009 03:06:01 GMT

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R315r4z0r wrote on Thu, 22 January 2009 21:02

u6795 wrote on Thu, 22 January 2009 20:15

You do realize that with Scripts 3 or beyond (I dunno the number specifically) you can do that ingame normally?

This is true, however in his video you can clearly see his reticle is still visible. With the HUD0/1 command, it removes everything from the screen, including scores, text, and your reticle.

Exactly. Not to mention the building health bars are on a seperate toggle

Subject: Re: Hud with building bars

Posted by [Goztow](#) on Fri, 23 Jan 2009 07:35:01 GMT

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pvtschlag wrote on Thu, 22 January 2009 22:42So I can make a cheat that simply helps teamwork and then it wont be considered a cheat? I'll get right on that...

"Goztow"I think you didn't understand that I actually do claim that TS2 can be seen as a cheat.

Subject: Re: Hud with building bars

Posted by [pvtschlag](#) on Fri, 23 Jan 2009 20:05:22 GMT

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Considering something a cheat and saying something can be seen as a cheat aren't the same. How do you decide what cheats to allow?

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Fri, 23 Jan 2009 23:02:43 GMT
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pvtschlag wrote on Fri, 23 January 2009 15:05 Considering something a cheat and saying something can be seen as a cheat aren't the same. How do you decide what cheats to allow? Especially if the cheat you are allowing is exponentially worse than the "cheat" you aren't allowing.

Subject: Re: Hud with building bars
Posted by [Genesis2001](#) on Sat, 24 Jan 2009 01:03:34 GMT
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Because I can't come up with my own argument. I piggyback off the defense side of the HUD

I just don't consider it a cheat when you actually have access to all that information anyway....(woo, probably beating a dead horse, but meh - been said over and over)

Subject: Re: Hud with building bars
Posted by [Goztow](#) on Sat, 24 Jan 2009 08:40:27 GMT
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pvtschlag wrote on Fri, 23 January 2009 21:05 Considering something a cheat and saying something can be seen as a cheat aren't the same. How do you decide what cheats to allow? I suppose that's up to every server owner. Why do some server owners allow bright skins and others don't? I suppose tracability plays a big part. It's hard to catch someone using bright skins, so it's easier to allow it. It's hard to check if people use TS, voip over MSN, are on the telephone so it's allowed. It's hard to check hud's, so some people allow it.

It doesn't make it less a cheat.

Subject: Re: Hud with building bars
Posted by [pe21789](#) on Sat, 24 Jan 2009 10:40:09 GMT
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I think the building bars aren't a cheat. It's "only" an advantage.
Because Renegade have the same but you have to press K before you can see the building bars.

And a cheat is something that isn't included in the original game.

Subject: Re: Hud with building bars
Posted by [ErroR](#) on Sat, 24 Jan 2009 12:06:11 GMT
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pe21789 wrote on Sat, 24 January 2009 12:40 I think the building bars aren't a cheat. It's "only" an advantage.

Because Renegade has the same but you have to press K before you can see the building bars.

And a cheat is something that isn't included in the original game.

K does not show in real time, you have to tap it fast, so it's an advantage that makes you a cheater

Subject: Re: Hud with building bars

Posted by [BlueThen](#) on Sat, 24 Jan 2009 15:51:16 GMT

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Jesus Christ, guys. It's a fucking HUD. How can you honestly make such a big deal over it? If anything, this hud is the LEAST of our problems, when it comes to cheaters.

Subject: Re: Hud with building bars

Posted by [pawky](#) on Sat, 24 Jan 2009 16:10:44 GMT

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BlueThen wrote on Sat, 24 January 2009 09:51 Jesus Christ, guys. It's a fucking HUD. How can you honestly make such a big deal over it? If anything, this hud is the LEAST of our problems, when it comes to cheaters.

I actually finally agree with Gozy on the ridiculous nature of these HUDS and why they should be banned. Of course it does not really compare against the cheaters using the solid cheats like aim, auto-aim, wall-hack...

What this HUD does is simply take away a strategic aspect of the game. In many ways, this destroys the game for the ENTIRE opposing team in a different way compared to one lone cheater sniping in the tunnels with aimbot.

Just imagine if a tech is in base all the time with such an advantage HUD...he will have mine counter, building health meter...the base is virtually secure under a watchful eye that is aided by this HUD. Serious problem here and in no way the "least of our problems."

Subject: Re: Hud with building bars

Posted by [BlueThen](#) on Sat, 24 Jan 2009 16:14:44 GMT

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TANKY wrote on Sat, 24 January 2009 10:10 BlueThen wrote on Sat, 24 January 2009 09:51 Jesus Christ, guys. It's a fucking HUD. How can you honestly make such a big deal over it? If anything, this hud is the LEAST of our problems, when it comes to cheaters.

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You guys are putting this WAY out of proportion... it's just a hud! The advantage it gives is so insignificant, we shouldn't really be caring now. But a good deal of you are making a big deal out of it, as if it ruins the ENTIRE game.

Subject: Re: Hud with building bars

Posted by [DL60](#) on Sat, 24 Jan 2009 16:21:48 GMT

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Renegades gameplay (including its tactical) is already destroyed by overmodded thousand-player-marathon servers with nearly infinite money.

Subject: Re: Hud with building bars

Posted by [Genesis2001](#) on Sat, 24 Jan 2009 17:24:14 GMT

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TANKY wrote on Sat, 24 January 2009 09:10BlueThen wrote on Sat, 24 January 2009 09:51Jesus Christ, guys. It's a fucking HUD. How can you honestly make such a big deal over it? If anything, this hud is the LEAST of our problems, when it comes to cheaters.

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The mine counter you speak of only shows the TEAM mine count.

Subject: Re: Hud with building bars
Posted by [marcin205](#) on Sat, 24 Jan 2009 17:39:52 GMT
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for me this huds are ok,bulding bars and gps hud no exist in orginal game because scripts 3.4.4 no exist in this time.If this hud release to public can be in standard so isnt cheat,or release the code what need to add to orginal hud so evryone can make building bar in any hud.

Subject: Re: Hud with building bars
Posted by [pawky](#) on Sat, 24 Jan 2009 17:40:54 GMT
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Zack wrote on Sat, 24 January 2009 11:24

The mine counter you speak of only shows the TEAM mine count.

Won't it much easier to know then if someone is disarming your mines...you can see your mine count decrease.

Subject: Re: Hud with building bars
Posted by [GEORGE ZIMMER](#) on Sat, 24 Jan 2009 17:45:58 GMT
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TANKY wrote on Sat, 24 January 2009 12:40Zack wrote on Sat, 24 January 2009 11:24

The mine counter you speak of only shows the TEAM mine count.

Won't it much easier to know then if someone is disarming your mines...you can see your mine count decrease.

Exactly. Even if everyone had the HUD's, it would make it way easier to detect sneak attacks and the like... which makes games go at a standstill. Which is boring.

Subject: Re: Hud with building bars
Posted by [pvtschlag](#) on Sat, 24 Jan 2009 19:51:51 GMT
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As I mentioned before I don't want this to be released, but it does appear that my point was finally accepted that the logic being used to declare it a cheat was flawed. I can accept that server owners can call it a cheat if they want. That is their right, but that is also their opinion. So this HUD modification is only a cheat on servers where the owner declares it a cheat. Very similar to things like clear scope. Check with the owner of your server and see if it is allowed, if they say no then plan on being banned if caught with it.

Subject: Re: Hud with building bars
Posted by [slosha](#) on Sat, 24 Jan 2009 20:06:33 GMT
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pe21789 wrote on Tue, 20 January 2009 15:15 You should stop making Weapon replacments, if u dont like Renegade how it is then G T F O! ^^

then why are you in the mod forum

Subject: Re: Hud with building bars
Posted by [slosha](#) on Sat, 24 Jan 2009 20:20:55 GMT
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pvtschlag wrote on Sat, 24 January 2009 13:51 As I mentioned before I don't want this to be released, but it does appear that my point was finally accepted that the logic being used to declare it a cheat was flawed. I can accept that server owners can call it a cheat if they want. That is their right, but that is also their opinion. So this HUD modification is only a cheat on servers where the owner declares it a cheat. Very similar to things like clear scope. Check with the owner of your server and see if it is allowed, if they say no then plan on being banned if caught with it.

there really is no way to tell what kind of skins/huds you have unless you post a screenshot..

Subject: Re: Hud with building bars
Posted by [pvtschlag](#) on Sat, 24 Jan 2009 21:08:48 GMT
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2GLOCK9S wrote on Sat, 24 January 2009 15:20 there really is no way to tell what kind of skins/huds you have unless you post a screenshot..

That would be up to the developer of it. If I were making it I would include a way for servers to detect it being used so that it could be disallowed.

Subject: Re: Hud with building bars
Posted by [Genesis2001](#) on Sat, 24 Jan 2009 21:15:14 GMT
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pvtschlag wrote on Sat, 24 January 2009 14:08 2GLOCK9S wrote on Sat, 24 January 2009 15:20 there really is no way to tell what kind of skins/huds you have unless you post a screenshot..

That would be up to the developer of it. If I were making it I would include a way for servers to detect it being used so that it could be disallowed.

Just wait for TT - according to gozzy they're doing a PB-like system for screenshots

Subject: Re: Hud with building bars
Posted by [dr3w2](#) on Sat, 24 Jan 2009 21:51:55 GMT
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ignoreme

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Sat, 24 Jan 2009 23:27:31 GMT
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pe21789 wrote on Sat, 24 January 2009 05:40 I think the building bars aren't a cheat. It's "only" an advantage.

Because Renegade has the same but you have to press K before you can see the building bars.

And a cheat is something that isn't included in the original game.

No, it isn't. Even though we are on the same side of the argument here, it is not in any way an advantage. You aren't gaining anything that other players don't have.

And, to make another point, building bars should be a LEGAL upgrade allowed by all servers so everyone has the option to LEGALLY upgrade to balance out with all the people who went and spent money on those keyboards that do the exact same thing we are talking about.

IDEA!:

TT should make a default HUD-themed building bar add-on to the HUD and release it in a patch.

Side note: I agree with BlueThen. Even if we all considered this to categorize as a cheat, you aren't upsetting the balance of the gameplay or the final result of the battle, and as such, should not even be bothered with. More attention should be made towards ACTUAL cheats.

Subject: Re: Hud with building bars
Posted by [Sir Kane](#) on Sat, 24 Jan 2009 23:34:46 GMT
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Bright texture replacements are worse than this.

Subject: Re: Hud with building bars
Posted by [pe21789](#) on Sun, 25 Jan 2009 09:57:28 GMT
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2GLOCK9S wrote on Sat, 24 January 2009 21:06 pe21789 wrote on Tue, 20 January 2009 15:15 You should stop making weapon replacements, if you don't like Renegade how it is then G T F O! ^^

then why are you in the mod forum

Weapon replacment is only one way to modify Renegade, u know?

Subject: Re: Hud with building bars

Posted by [EvilWhiteDragon](#) on Sun, 25 Jan 2009 10:51:27 GMT

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R315r4z0r wrote on Sun, 25 January 2009 00:27pe21789 wrote on Sat, 24 January 2009 05:40
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At some point, one art gets smart and will attack the refinery. You won't get the building is under attack message, and if you press K you can't repair. With this HUD, you don't need to, and you'll directly see that the building is under attack, and can take action.

While otherwise you would've had to press K every 5 to 10 seconds. That can really cost you the building. (you need 2 full techs to cover from 3 arts afaik).

Another point, if you really think it is not an advantage, then why do you want this so badly? I mean, the "normal" advanced HUD is already released. And don't try to get smart with "because you like the looks". There is nothing pretty about 6, 8 or 10 static pictures of buildings next to your renscreen. If you do think that they're pretty, then you can print them on paper and put it next to your monitor (then you're not even waisting screenspace).

This mod isn't just there to be pretty, and if you really like it and still believe it is not an advantage, then why not create a couple of static pictures there?

This together with the minecount you can overlook the entire base while not even in base. First you mine everything properly, and then you can go anything else, just as long as you can back to the base quicky, when you seen the mines go down. This means that your team basically has a player more then the other team. Sounds pretty advantageous don't you think?

That is the mayor argument against this. It will harm gameplay if everyone has it. And if not everyone has it, then it would be unfair for the ones that don't have it. Another point in this is, if you allow the game to be made easier (yes this will really make it easier, if you use it right), then where does it end? I mean, if you allow buildingbars then you're not far away from allowing brightskins. They only make the enemy easier to see, much like buildingbars only makes the base easier to oversee. If you allow brightskins, then you might also allow radarhack. As you would be able to see him anyway, when he got around that corner. If you allow radar hack, then you might as well allow spectate. I mean, you know he was around the corner, so why not just go through the wall to kill him eh? It's just easier and faster.... If we can go through a wall it would also be easier if we could look through it, so we don't get surprised when we go through. Oh and now we're here, let's also allow aimbot. I mean, you didn't have to be careful anymore, because you knew he was around the corner, kwen exactly where he was, you just had to align and press the trigger. You know what? Let's also allow triggerbot, then you only have to press shift to get a kill.

Oh wait, then you've taken away about all aspects of the game.... That's my point, This will take certain tactics/strategies of the game. That'd be a pity, would it not?

For the TS being a cheat argument:

I have used TS often enough in public games, but there's one mayor problem with it. There is at best perhaps half of your team on TS. For proper teamplay, you'll still need to type every thing out. Simply because otherwise you're handicapping your own team. Half of the team can't do teamwork then. Basically you have a disadvantage of having about half of your players less then the other team. Simply because they will use F3 chat, and will hopefully work as a team, with ALL players. And we all know that 1/2 VS 1/4 isn't a match.....

Edit: shit, I bet that at least half of the pro-buildingbars is not going to read my post because they think it's too long. Does rove something then....

Subject: Re: Hud with building bars
Posted by [reborn](#) on Sun, 25 Jan 2009 11:50:23 GMT
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I pretty much agree with everything EWD just said. He's right on the money. Plus, a release would mean even worse cheats would get made and released. I'm not a pro-coder at all, far from it. But having looked into this, it's quite obvious what is possible, and it's not nice. There would end up being some little ass turd rene coder who wants a name for themselves make, and release a horrid cheat.

Subject: Re: Hud with building bars
Posted by [pe21789](#) on Sun, 25 Jan 2009 14:32:15 GMT
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EWD talked about ClanWars, but i didnt talked about Clanwars...

I ClanWars u should never use any advantage.

And the most public server are modified as hell, so there is a custom hud with building bars the smallest problem which change the gameplay.

Subject: Re: Hud with building bars

Posted by [EvilWhiteDragon](#) on Sun, 25 Jan 2009 16:07:27 GMT

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pe21789 wrote on Sun, 25 January 2009 15:32EWD talked about ClanWars, but i didnt talked about Clanwars...

I ClanWars u should never use any advantage.

And the most public server are modified as hell, so there is a custom hud with building bars the smallest problem which change the gameplay.

I never said OR meant to say clan, clanwar, or similar. So no, I'm talking about a relatively normal renegade server. Perhaps some small mods, but nothing really big. Like it is on the BI-TK2 server when it's running BI-style.

In TK2 style there are hardly any mods besides donation.

I don't know on which apparently modded server you play, but I know for sure it's not mine. So now you got a clue from where I'm coming from, you might understand why I'm against this. Even apart from the sensitive parts issue.

Subject: Re: Hud with building bars

Posted by [DL60](#) on Sun, 25 Jan 2009 16:26:26 GMT

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Most people play at abnormal "renegade" servers.

Subject: Re: Hud with building bars

Posted by [Herr Surth](#) on Sun, 25 Jan 2009 17:17:53 GMT

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donation changes the game like ten times as much as a building bar hud ever could.

Subject: Re: Hud with building bars

Posted by [EvilWhiteDragon](#) on Sun, 25 Jan 2009 18:28:22 GMT

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Frontier Psychiatrist wrote on Sun, 25 January 2009 18:17donation changes the game like ten times as much as a building bar hud ever could.

Not true. Yes it does change the game pretty much, certainly. But you're forgetting that that can be used by anyone, and can lead to new tactics.

Having one player with this lowers the requirement for basedefence, as sneaking would be harder. Mines disappearing, and seeing directly which building's health is going down.

Anyway, it would lock up the gameplay, because now you can often in a deadlock situation sneak in and cause at least some havoc.

Subject: Re: Hud with building bars

Posted by [Genesis2001](#) on Sun, 25 Jan 2009 18:43:34 GMT

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Quote:That is the mayor argument against this. It will harm gameplay if everyone has it. And if not everyone has it, then it would be unfair for the ones that don't have it.

Another point in this is, if you allow the game to be made easier (yes this will really make it easier, if you use it right), then where does it end? I mean, if you allow buildingbars then you're not far away from allowing brightskins. They only make the enemy easier to see, much like buildingbars only makes the base easier to oversee. If you allow brightskins, then you might also allow radarhack. As you would be able to see him anyway, when he got around that corner. If you allow radar hack, then you might as well allow spectate. I mean, you know he was around the corner, so why not just go through the wall to kill him eh? It's just easier and faster.... If we can go through a wall it would also be easier if we could look through it, so we don't get surprised when we go through. Oh and now we're here, let's also allow aimbot. I mean, you didn't have to be careful anymore, because you knew he was around the corner, kwen exactly where he was, you just had to align and press the trigger. You know what? Let's also allow triggerbot, then you only have to press shift to get a kill.

Oh wait, then you've taken away about all aspects of the game.... That's my point, This will take certain tactics/strategies of the game. That'd be a pity, would it not?

Change gameplay, yes it would. But old tactics get boring also...Having to change your tactics is part of real combat; the enemy will try to find new ways to, in your words, "cheat", their enemy. (Note this is not a support for cheating - I did not mean anything related to allowing cheats) You have to be on your toes and alert.

Your argument describing a chain-reaction of allowing building bars is bull----.

Here's a suggestion for a compromise(though it'll probably fall on deaf ears)Re-draw the screen that shows building info (the one that shows when you press "K") to appear on the HUD. Not saying make it completely do away with that screen shipped with renegade altogether...simply redraw the info shown on the screen to the HUD - KEEPING the immobile nature of the existing screen.

Quote:For the TS being a cheat argument:

I have used TS often enough in public games, but there's one mayor problem with it. There is at best perhaps half of your team on TS. For proper teamplay, you'll still need to type every thing out.

Simply because otherwise you're handicapping your own team. Half of the team can't do teamwork then. Basically you have a disadvantage of having about half of your players less then the other team. Simply because they will use F3 chat, and will hopefully work as a team, with ALL players. And we all know that 1/2 VS 1/4 isn't a match.....

All you really need is about ~5 players on TS and you have a good team/teamplay.

Quote:Edit: shit, I bet that at least half of the pro-buildingbars is not going to read my post because they think it's too long. Does rove something then....

lol.

Subject: Re: Hud with building bars
Posted by [ErroR](#) on Sun, 25 Jan 2009 18:53:41 GMT
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@zack also making it show real time would be cool

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Sun, 25 Jan 2009 18:59:23 GMT
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EvilWhiteDragon wrote on Sun, 25 January 2009 05:51

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While otherwise you would've had to press K every 5 to 10 seconds. That can really cost you the building. (you need 2 full techs to cover from 3 arts afaik

Incorrect. This happens to me basically every single time I play Renegade. Let me tell you that the most common time that I use the K button to check my team's other structures is when I'm busy repairing another structure.

It is very easy to notice if all of a sudden the structure you are repairing starts to stop taking damage. If that happens then I just press the K key repeatedly until I notice if any other buildings are under attack. It's also very easy to notice a slight difference in the amount of damage the structure you are repairing is taken.

For example, if 3 artilleries open fire on the Weapons factory and you are repairing it with a few team mates. It is very easy to notice when 1 or 2 of the 3 artilleries quits and starts to fire on another structure. The damage is notably different an therefore is a red flag to pull up the building status screen.

"But wait," you might be thinking, "pressing K while you are repairing a structure is dangerous and you put the entire structure's survival at risk because you are busy reading another screen!"

This might be true in theory, but in fact there is no better time to check the status screen. Here are a few useful tips about the building status screen:

- The status screen doesn't refresh on its own. If your power plant is taking damage and you hold down K, the power plant icon will stay at the damage it had when you first opened the screen. If you continue to hold down the button, the structure can still take damage and you wouldn't even know until it was destroyed or you exited the menu and opened it again.
- The best way to use the status screen is by repeatedly pressing the K button to rapidly flash the screen on and off. Using the power of optical illusion, you will be able to see what's going on in that screen, clear as day, constantly refreshing, as well as what is going on in the game.

These next 2 are important:

- If you are firing your weapon using PRIMARY fire at the same time you press K to check the screen, your weapon will stop shooting until you press PRIMARY fire again.
- If you are firing your weapon using SECONDARY fire at the same time you press k to check the screen, your weapon will stop shooting while you are in the menu, but instantly BEGIN firing again once you exit.

What do those last two points have to do with anything? Well I'll tell you. If you are repairing a structure, it is better to hold down SECONDARY fire while using the repair gun and at the same time, repeatedly press K to constantly see if any of your other structures are taking damage. Because you are holding down secondary fire, your gun will begin shooting every time you release the K button. That means if you are rapidly pressing K on and off, it will be hard to notice any interruptions in your 'constant fire' from the outside. And as a plus, the constant flickering of the refreshed status screen gives you a constant update on all of your other structures with no negative drawbacks at all.

EvilWhiteDragon wrote on Sun, 25 January 2009 05:51

Another point, if you really think it is not an advantage, then why do you want this so badly? I mean, the "normal" advanced HUD is already released. And don't try to get smart with "because you like the looks". There is nothing pretty about 6, 8 or 10 static pictures of buildings next to your renscreen. If you do think that they're pretty, then you can print them on paper and put it next to your monitor (then you're not even waisting screenspace).

This mod isn't just there to be pretty, and if you really like it and still believe it is not an advantage, then why not create a couple of static pictures there?

I have already explained my views on this HUD. If you don't care to read my posts and just assume things that's fine, it doesn't bother me.

However, my stance on this HUD is this:

It should NOT be released. I've clearly stated a number of times that I do not use the building health bar HUD nor do I support its release into the public because of all the controversial problems that arise from all the people with incorrect outlooks on what it would do to the game.

I've also said that the only reason why I keep the current version of the HUD is because I think it looks nice... despite all the negative flaws that hurt my game. When I use this HUD, I feel as if I have a disadvantage from other people. And that's another reason why I like it. (I don't mean that

as an insult to Deathlink. This HUD is excellent!)

EvilWhiteDragon wrote on Sun, 25 January 2009 05:51

This together with the minecount you can overlook the entire base while not even in base. First you mine everything properly, and then you can go anything else, just as long as you can back to the base quicky, when you seen the mines go down. This means that your team basically has a player more then the other team. Sounds pretty advantageous don't you think?

I don't quite understand what you mean. What do you mean by "having another player?"

In another thread I've also said that it isn't possible to watch the tiny mine counter in the corner of the screen while you are consciously playing the actual game. If mines go down, you will not notice it unless you are consciously watching and waiting for mines to go down. And if that is the case, you trade off your awareness and make yourself more vulnerable to enemies.

Would you rather:

-Play a game of Renegade for an hour?

-Watch a tiny number in the bottom corner of the screen for an hour?

Try as you like, can't do both. Therefore there is a trade off between the two. Not to mention there is the !C4 command which is available to all players already, thus meaning you are gaining no advantage over anyone.

Subject: Re: Hud with building bars

Posted by [Starbuzz](#) on Mon, 26 Jan 2009 00:53:38 GMT

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R315r4z0r wrote on Sun, 25 January 2009 12:59

I don't quite understand what you mean. What do you mean by "having another player?"

He means there is no need for anyone to be in base standing guard because with this advantage HUD, you can always fall back to defend when you see the mine counter decreasing AND or you can alert your mates about the decreasing mines. That's a big change to gameplay.

R315r4z0r wrote on Sun, 25 January 2009 12:59

In another thread I've also said that it isn't possible to watch the tiny mine counter in the corner of the screen while you are consciously playing the actual game. If mines go down, you will not notice it unless you are consciously watching and waiting for mines to go down. And if that is the case, you trade off your awareness and make yourself more vulnerable to enemies.

Would you rather:

-Play a game of Renegade for an hour?

-Watch a tiny number in the bottom corner of the screen for an hour?

Try as you like, can't do both. Therefore there is a trade off between the two. Not to mention there is the !C4 command which is available to all players already, thus meaning you are gaining no advantage over anyone.

It takes less than a fraction of a second to notice the tiny minecounter and your brain to process that information and alert your mates or do something yourself.

Say you are in an APC and you been shooting with the mounted machine gun, does it take you 5 minutes to realize that your ammo is at 17 and you need to reload by pressing "R"? Players will easily get used to the mine counter.

The mines are there to slow down the enemy and hence, to stop a building from getting infiltrated. If a player DOES sneak into a base and begins disarming the mines without the enemy team's knowledge, then that player fully deserves to blow the damn hell out of that building. The mine counter negates that player's skill and gives the advantage to the enemy team in making them instantly aware of the fact that their base is being infiltrated.

Say goodbye to a strong facet of Renegade's online gameplay!

Same goes for building health meters.

Subject: Re: Hud with building bars

Posted by [R315r4z0r](#) on Mon, 26 Jan 2009 02:07:27 GMT

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O_O Where have you been?

Anyway. I know when to reload because I fired a shot. Why would my ammo be at 15 and I not know about it? I'd know with my eyes closed that I should reload...

However, basing of the idea that your metaphor worked in this argument, the difference is that the ammo counter for your weapon pops up in the center of the screen where your eyes should be by default.

You might not think so, but you heavily rely on that popup in the middle of the screen to tell you your health and ammo. (much less for ammo, but you still rely on it a lot) The original release of this HUD didn't have the popups in the middle of the screen that showed you when you lost health, were at low health, or when you were spending ammo. I died and ran out of ammo a lot without realizing it. Many other people did also. They complained, and that's why those popups are now in the new version of the HUD. So if you think I'm joking when I say you wont notice anything that goes on on the side edges and corners of your HUD, I'm not. You don't notice anything that happens on the edges of your HUD. Be it your health dropping or ammo dropping, or anything else. You don't notice it. So if you can't notice a large number that shows you how much something as important as your HEALTH is left, what makes you think something as irrelevant and tiny as the mine counter will be actively noticed? Or even remembered is there?

This mine counter is out of the way, small in size, and requires a conscious effort to see. Therefore if you are doing anything else that requires your attention, anything, you wont even remember you have the counter. But when you do realize you have the counter and consciously

watch it like a hawk, then you put yourself at a disadvantage because you would be staring at a little counter waiting for it to drop where as you could be doing something constructive with your time.

The point is, if the counter is at 30 and it begins to drop 1 mine at a time, you wont even notice it.

Why wont you notice it? I said so above. But in case that isn't good enough, think about this: Because it takes time to disarm a mine. About 3-8 seconds depending on the repair gun you are using. If you glimpse down and see the number 28 in the mine counter, you would simply assume that your team has 28 mines out. It only takes you about a second to check that thing. You wont sit there waiting 3-8 seconds to see if it goes down.

But lets say you remember it being at 28 mines, then 10 min later, look down to see it has 15 mines. What does that mean? That someone blew up/disarmed some mines in the past 10 min? The best thing to do would just to say to your team "Someone mine the base!" Just like any other player would without the mine counter HUD.

You might be thinking what I'm saying is all circumstantial and isn't anything really solid to prove it's irrelevancy. Well think about this: If you are in a server, how often do you use the !c4 command or its respective key binding?

The amount of times you use that command is essentially the same amount that you will actually remember to look at your counter.

Also, not to mention, the !c4 command gives you the counts of both Remote and proximity C4, where as this counter only shows you proximity mines.

Subject: Re: Hud with building bars
Posted by [Starbuzz](#) on Mon, 26 Jan 2009 03:11:38 GMT
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Yo!

It may just be me but I have never noticed the flashing round countdown. The ammo counter in the corner is where my eyes look because it not only shows the rounds in the magazine but also many rounds I got left.

You have a point with the mine counter in respect to the disarming time but I think a lot depends on how many players have the HUD and who is looking and not looking and how many Hots/Techs are disarming it.

It's like having a rear view mirror attached in front of your head so you know what's behind you without needing to turn around! You may have to take your eyes off the road to look at the mirror but only for an instant and I think you will agree it is far more advantageous than actually turning around.

Subject: Re: Hud with building bars
Posted by [Caveman](#) on Mon, 26 Jan 2009 13:03:41 GMT
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Just to burst your bubble but ever since I downloaded the hud with the mine counter I tend to look at it every 30secs or so. Just like I do with my ammo. I dont have the pop up thing with the ammo I couldn't be bothered downloading it. But when im in an apc or hummer I ALWAYS have a quick look to see where my ammo is.

Yeah we had the !c4 command but you have to stop type !c4 and then wait 3seconds for it to disappear before you could use it again. Same the the building bars. I DONT often press K unless I notice that there is X amount of artys shooting yet its really easy to repair against it. I press K and I look to see what building has been hit and I run there. With having the bars on screen all the time you wouldn't even get to the point where you think hold on 3 artys 1 tech this is really easy to repair because you WILL look at the screen and instantly notice your other building is being hit. That extra 2 seconds you have just earned yourself could end up saving the building and thus winning the game. Stop being so naive. If we have the information at hand we will use it. Its in our nature to do something the easiest way possible.

Subject: Re: Hud with building bars
Posted by [Genesis2001](#) on Mon, 26 Jan 2009 20:20:18 GMT
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TBH, I could care less about the mine counter(even though all I have to do is press the "END" key).

Also, this argument isn't worth 3 pages of topic to read and keep up with. It's mostly just the same thoughts going back and forth with a few examples added in and some very lengthy descriptions, too. Both sides have their opinions and they're more than welcome to be entitled to their opinion. As for me personally, I don't consider this a cheat. I've expressed two (if not three?) possible compromises to the building bars on the HUD and andr3w282 has already shown it's possible to do my suggestion. Both sides and consider they've won; I've seen both sides of the argument and both sides have valid points.

Subject: Re: Hud with building bars
Posted by [marcin205](#) on Mon, 26 Jan 2009 20:54:04 GMT
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andr3w282 wrote on Thu, 22 January 2009 17:53*cough*

http://andr3w282.bitpwns.com/hud_hide.wmv

Trying to expand on my c++
nice

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Mon, 26 Jan 2009 22:16:02 GMT
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@ Caveman:

Congratulations. You know how to physically contradict points that have already been made.

For all I know, you downloaded the HUD with all my arguments already in mind and purposely made sure you acted against what I said. I'm not taking a word you say as factual because you give no proof that you did what you say. I don't even know that you even downloaded the HUD, let alone tried it in an actual server!

However, I said in my last post that you rely heavily on the popups in the middle of the screen, such as the health and ammo. Much less the ammo because it isn't vital to your survival. It's more important to know how much reserve ammo you have left, which is why it is more efficient to glare down at the corner when you are reloading or in a standstill.

However, your Health is something you don't notice. You said yourself you didn't bother downloading the popup addon. So play a few rounds of Renegade on some servers and tell me if you find that you die seemingly faster than you would with the normal HUD. That is the key. Not being able to see something vital to your game.

Subject: Re: Hud with building bars
Posted by [Caveman](#) on Mon, 26 Jan 2009 23:41:20 GMT
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Dude? I was one of the first people to notice the HP popup. I was the one who said Deathlink I love your hud but can you fix it but he said he didn't know how.

<http://www.renegadeforums.com/index.php?t=msg&rid=19777&prevloaded=1&th=31360&start=75>

Scroll down to around half the page you will see a post from me asking the creator to make the HP flash cos I was dying and not noticing it.

I said in that post that I didn't download the AMMO popup since Sabar released 2 version one with just the HP flashing and then he released another with the ammo which I didn't download. I have ALWAYS relied on looking down the bottom at my ammo, I do it so much that I have a habit of pressing R every bloody 10 seconds because I see i've used my ammo and I want a full clip.

I'll repeat what I said, ever since I downloaded the hud I find myself looking at the mine count every 30 seconds or so. I can only imagine that if I had the building bars on there aswell I would look at that too.

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Tue, 27 Jan 2009 00:43:28 GMT
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Well, whatever. My mistake.
I rarely ever look at it. And if I do, it isn't purposely.

My point is, I don't consider it a cheat in the slightest, and I encourage, no, I want other people to use this HUD against me.

Subject: Re: Hud with building bars
Posted by [Goztow](#) on Tue, 27 Jan 2009 07:11:02 GMT
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I think the arguments for and against this have been repeated enough now. Let's try to talk about another subject and let this one die a peaceful dead.

Subject: Re: Hud with building bars
Posted by [dr3w2](#) on Tue, 27 Jan 2009 13:21:58 GMT
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Goztow wrote on Tue, 27 January 2009 07:11 I think the arguments for and against this have been repeated enough now. Let's try to talk about another subject and let this one die a peaceful dead.
<http://www.n00bstories.com/image.fetch.php?id=1184529682>

discuss

Subject: Re: Hud with building bars
Posted by [reborn](#) on Tue, 27 Jan 2009 13:43:21 GMT
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andr3w282 wrote on Tue, 27 January 2009 08:21 Goztow wrote on Tue, 27 January 2009 07:11 I think the arguments for and against this have been repeated enough now. Let's try to talk about another subject and let this one die a peaceful dead.
<http://www.n00bstories.com/image.fetch.php?id=1184529682>

discuss

Why stop there? Might aswell add the enemy positions too, and not just dots, but what each of the players characters are too, and any vehicle they might be in. There health would be good too.

That's outrageous. I can't believe you can justify to yourself that using that is acceptable.

Subject: Re: Hud with building bars
Posted by [Goztow](#) on Tue, 27 Jan 2009 14:12:59 GMT
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Why not add GDI while you're at it? And maybe add a little cursor that allows you to replace people's position, just like in C&C . That'll make it much more like C&C was.

Oh and Sir Kane made this about ermm 1,5 to 2 years ago, I think. I hope it helped your coding knowledge and that you will be fair enough not to use it.

Subject: Re: Hud with building bars
Posted by [cAmpa](#) on Tue, 27 Jan 2009 15:11:27 GMT
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That feature needs a right click -> "kill" option.

Subject: Re: Hud with building bars
Posted by [Genesis2001](#) on Tue, 27 Jan 2009 16:19:44 GMT
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Goztow wrote on Tue, 27 January 2009 00:11 I think the arguments for and against this have been repeated enough now. Let's try to talk about another subject and let this one die a peaceful dead.

hehe. Familiar statement

Subject: Re: Hud with building bars
Posted by [saberhawk](#) on Tue, 27 Jan 2009 16:24:07 GMT
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@reborn/Goztow: I'm 100% sure he didn't intend for the enemy team to be shown on that display...

Subject: Re: Hud with building bars
Posted by [Goztow](#) on Tue, 27 Jan 2009 16:56:00 GMT
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Saberhawk wrote on Tue, 27 January 2009 17:24@reborn/Goztow: I'm 100% sure he didn't intend for the enemy team to be shown on that display...
I was trying to make a point, please work with me!

Subject: Re: Hud with building bars
Posted by [dr3w2](#) on Tue, 27 Jan 2009 17:04:45 GMT
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If you guys actually looked clearly at that screenshot you'll notice there is NOT any enemy information being displayed. I actually added the proper code to NOT display enemy information.

@reborn you must really need to chill the fuck out. Clearly if i was going to add additional information I would have by now. I would have thought you, as a learning programmer would understand my situation that im simply trying to learn and do more from a programming aspect. When did i say using this is justified? do you see me releasing the source or a compiled version of it ? and if you REALLY must know that screenshot was taken in a server to actually visibly see all the units, as apposed to where I do any of my testing in a PRIVATE empty hosted LAN game.

@Goztow read my above comment of "If that is the case I would have by now". Also, not to be rude.. but no shit SK made that a very long time ago. Just like the custom hud, custom sounds, and many different serverside addons and fixes. I give him full credit for his creativity on these different things and respect him for it. There's no harm in me using his creative ideas to practice and improve on my programming. Also, of course I would continue to play the game fairly.

Why did I post that link? pretty much just for shits and giggles to see the reactions people have to it.

Also ty saberhawk for the reply. And just an fyi, saberhawk has seen the progression of the random shit i've been doing and he realizes im doing it just to learn shit.

Subject: Re: Hud with building bars
Posted by [saberhawk](#) on Tue, 27 Jan 2009 17:17:35 GMT
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Goztow wrote on Tue, 27 January 2009 11:56Saberhawk wrote on Tue, 27 January 2009 17:24@reborn/Goztow: I'm 100% sure he didn't intend for the enemy team to be shown on that display...
I was trying to make a point, please work with me!

That'd be counter-intuitive for me as I support building bars

One good compromise would be to make the building bars easier to use. And I mean far easier.

What I mean by this is that the building bars currently have a high IAC ("information access cost") by being at the edges of the screen, so let's fix that deficiency. Let's add a vastly improved building health/C4 information display somewhere where it's "cheap"; your primary field of view for example. However, there's no room to display that info and still have the battlefield visible. But that can be easily fixed; we'll just hide your health/radar/weapon/ammo displays to make room. Get where I'm going with this? By making base info and your regular HUD mutually exclusive, you give the opposite information a large IAC by forcing the player to switch HUD modes whenever they want to use that information.

Subject: Re: Hud with building bars
Posted by [Goztow](#) on Tue, 27 Jan 2009 17:31:10 GMT
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You mean some kind of "defensive" and "offensive" mode. If you do it for everyone, then maybe? But I still believe it would make games more dull, as easier to defend so more camping. And that's just something we don't need more of, IMO.

Subject: Re: Hud with building bars
Posted by [saberhawk](#) on Tue, 27 Jan 2009 17:43:34 GMT
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Goztow wrote on Tue, 27 January 2009 12:31 You mean some kind of "defensive" and "offensive" mode. If you do it for everyone, then maybe? But I still believe it would make games more dull, as easier to defend so more camping. And that's just something we don't need more of, IMO.

It makes it rather easy to sneak up on somebody in that mode because they don't have radar.

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Tue, 27 Jan 2009 19:03:16 GMT
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I fail to see how knowing what the health of your structures are will make it easier to defend.

If you are away from your base, and hear "Structure under attack" you aren't going to magically get there faster if you have the HUD to tell you the structures health.

The only difference is HOW you obtain the information, and that has absolutely no consequences, repercussions, or negative effects on gameplay at all!

Seriously, what difference in results will occur if I press K to check the status of my power plant 1 second after I heard a damage warning and if I press K to check the status 5 seconds after? NOTHING! There is no difference at all! You can only run at a given speed meaning it does not matter how you obtain the information nor how long it takes you to obtain it, it will have the same end result EITHER WAY. Therefore it is completely absurd to think it will effect the gameplay at all

if you have the building bars on your screen.

On a side note, that separate HUD toggle that Saberhawk mentioned sounds cool.

Subject: Re: Hud with building bars
Posted by [Goztow](#) on Tue, 27 Jan 2009 19:30:02 GMT
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For answers to your questions, please re-read topic.

Subject: Re: Hud with building bars
Posted by [pvtschlag](#) on Tue, 27 Jan 2009 19:57:30 GMT
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I must say i really like Saberhawk's idea. I wouldn't mind having different HUD modes. I might actually work on something like that. And maybe add a few seconds of delay between switching HUDs so that you have to dedicate a bit of your time to whichever you choose. That is without using scripts.dll so the source doesn't need to be made public to prevent it from being turned into a cheat.

Subject: Re: Hud with building bars
Posted by [Starbuzz](#) on Tue, 27 Jan 2009 21:52:56 GMT
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R315r4z0r wrote on Tue, 27 January 2009 13:03I fail to see how knowing what the health of your structures are will make it easier to defend.

If you are away from your base, and hear "Structure under attack" you aren't going to magically get there faster if you have the HUD to tell you the structures health.

But you know EXACTLY in real time which structure is taking the most damage so you would either alert your mates (if they did not have the HUD themselves) and/or you would rush to the one that is taking the most damage.

R315r4z0r wrote on Tue, 27 January 2009 13:03The only difference is HOW you obtain the information, and that has absolutely no consequences, repercussions, or negative effects on gameplay at all!

Seriously, what difference in results will occur if I press K to check the status of my power plant 1 second after I heard a damage warning and if I press K to check the status 5 seconds after? NOTHING! There is no difference at all! You can only run at a given speed meaning it does not matter how you obtain the information nor how long it takes you to obtain it, it will have the same end result EITHER WAY. Therefore it is completely absurd to think it will effect the gameplay at all

if you have the building bars on your screen.

Nope!

The HUD with building bars allows you to have an unconscious awareness of all your team structures while on the other hand it takes a conscious effort and more awareness on your part to check tapping "K"

I think what is absurd here is the claims that it won't affect gameplay.

Consider this: You are Nod on City_Fly and you are under siege by GDI. Defending can be quite a task and most demanding in this map at such times. GDI can have Meds near Nod's left hitting PP/Air/Ob, MLRS by the bridge hitting PP/Ref/Air alternatively, and Orca's on both sides hitting Air/HON. There is absolutely no denying the fact that this HUD will be advantageous in helping you repair your buildings much more efficiently with much less chance of you losing a building.

Your HUD eliminates time lag, my default WW HUD doesn't. Hence, you have advantage over me.

Saberhawk wrote on Tue, 27 January 2009 17:17 However, there's no room to display that info and still have the battlefield visible.

I would like to have this question answered straight forward: why exactly do you require the battlefield to be visible?

I think it is safe to say that Westwood had gone over this during Renegade's development. The very fact that they have even included map-specific appropriately named "Battlefield Information" screens which is accessible by pressing a key is proof enough to the thought process that went into this.

I mean, I am sure they thought about what to include on the HUD and what not to.

Saberhawk wrote on Tue, 27 January 2009 17:17 One good compromise would be to make the building bars easier to use. And I mean far easier. What I mean by this is that the building bars currently have a high IAC ("information access cost") by being at the edges of the screen,

You make a tremendously excellent point in pointing out the "IAC" and it being at the edges of the Battlefield Information screen.

But why change or modify a professionally designed HUD? Renegade's HUD is small, sleek, and well designed. It contrasts with the main screen yet manages to stay small, doesn't hinder you visually, and gives you the necessary information.

Even if the HUD you are proposing has 2 modes; the "offense" and "defense" mode, it is fairly safe to assume that players who choose to defend will use the "defense" HUD while those that head out in vehicles use the "offense" HUD. The gameplay will still be affected and we are back at square one.

Saberhawk wrote on Tue, 27 January 2009 17:17so let's fix that deficiency. Let's add a vastly improved building health/C4 information display somewhere where it's "cheap"; your primary field of view for example.

Now here is a suggestion:

This is how the Battlefield Information screen looks currently; notice the building bars on the opposite sides of the screen:

Toggle Spoiler

This most definitely has a "IAC" attached due to it requiring you to view the left and then the right side of the screen to view each team's structure. Why tire the eye when it could be arranged more efficiently?

Why not make it like this:

Toggle Spoiler

You tap "K" and the most vital info is right there in the middle without you needing to stroll your eyes left and right during a heated game. Not only do you immediately focus on the buildings, you also ignore the much less used player list. Not only is the information presented much efficiently but gameplay is preserved.

And if this cannot be done, how about a seperate well-designed screen which shows all this information plus more efficient mine counter and mapped to a new key?

Of course all this is useless if there's no way to monitor as people will use whatever they wish and nothing will stop them. Not that anything I have said is going to make a slight damn difference...I have been warned I maybe wasting my time but just food for thought.

My hope is for TT to NOT endorse these advantage HUDS in the slightest and classify them as cheats and make no compromises in regards to the upcoming patch.

NOTE: I could care less about having this as I am used to Renegade the way it is.

Subject: Re: Hud with building bars
Posted by [dr3w2](#) on Tue, 27 Jan 2009 22:41:12 GMT
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by everyones logic spongebob c4 and all those other bright / color changing skins should be banned

Subject: Re: Hud with building bars

Posted by [R315r4z0r](#) on Tue, 27 Jan 2009 22:55:17 GMT

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The only bright skins that give advantages are bright ones for C4 and beacons. Also stealth effects.

Any other bright skin, regardless of what anyone thinks, is not "advantages" because all you are doing is just making an already stupidly visible character brighter.

Finding a character with normal skins in Renegade is like finding a fire in the snow. Putting on a bright "advantage" skin to "help" you find players is like putting wood on that fire.

I don't use any skins myself, but I don't think those types of skins are advantage skins. Only bright skins for C4 and stealth effects are advantages. (So yes, I consider the Spongebob skin a cheat)

Starbuzz wrote on Tue, 27 January 2009 16:52 But you know EXACTLY in real time which structure is taking the most damage so you would either alert your mates (if they did not have the HUD themselves) and/or you would rush to the one that is taking the most damage. Unfortunately, no. It makes no difference because you have the ability to check structures, in real time, anyway.

Telling your teammates? That would be a horrible waste of time. To clarify, I don't use building bars in my HUD, and in this type of scenario, I would have a full idea of what is going on back in my base and what is under attack with or without even having to press K.

So, are you implying that all other Renegade players are morons who don't know how to play, chat, and defend? Why should I have to tell them our base is under attack?

If I can determine all of that without even having to check any status screens or what not, what makes you think other players can't either?

Starbuzz wrote on Tue, 27 January 2009 16:52 Nope!

The HUD with building bars allows you to have an unconscious awareness of all your team structures while on the other hand it takes a conscious effort and more awareness on your part to check tapping "K"

I think what is absurd here is the claims that it won't affect gameplay.

I'm going to assume you mean "subconscious" not "unconscious." And no, you aren't able to subconsciously read the building bars in your HUD. At least that is what I determined from all the screenshots I've seen of them. If someone can't subconsciously read the rather large and important health bar at the bottom of the screen, what makes you think someone can read something as tiny, miniscule, and non-vital as the health of a structure back at base? Let alone choosing the correct one in the cramped list of up to 12 different structures and health bars!

However, judging by your reply... did you not read the question I asked? Or did you assume it was a typo or something?

I didn't refer to the building bars at all. I noted both times pressing the K button. I'll brake it down better, this is what I said:

You are in the field, away from your base, when all of a sudden you hear one of your buildings is under attack. Now, how will the end result differ under the following two actions:

1. You press K as soon as you hear the announcement to check the status of the structure then head out to defend it.
2. You start walking back to the base but after about 5-10 seconds you press K to check the status of the structure.

There will be no difference in the end result because:

1. Each time you start at the same position.
2. You take the same amount of time to get from point A (Field) to point B (Structure).
3. You knowing any sort of bit of information, regardless if you should know it or not, will not help you get to your base faster and defend better.
4. If someone is attacking your base, then, chances are, you have other people on your team to defend. It's not like your team isn't allowed to do anything until you tell them its ok to...

Subject: Re: Hud with building bars
Posted by [Starbuzz](#) on Tue, 27 Jan 2009 23:26:37 GMT

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R315r4z0r wrote on Tue, 27 January 2009 16:55So, are you implying that all other Renegade players are morons who don't know how to play, chat, and defend? Why should I have to tell them our base is under attack?

Doesn't matter who they are it is mere instinct to tap F3 and hastily sent a abbreviated warning given the limitations of playing in public servers.

R315r4z0r wrote on Tue, 27 January 2009 16:55If someone can't subconsciously read the rather large and important health bar at the bottom of the screen, what makes you think someone can read something as tiny, miniscule, and non-vital as the health of a structure back at base? Let alone choosing the correct one in the cramped list of up to 12 different structures and health bars!

Highly flawed logic.

The eye rapidly notices, processes, and records visual change. Do you always look at the health bar? Only briefly at the moment of being attacked. Do you always stare at the ammo counter? Only when shooting. You notice the decreasing green bars and armor. You notice the decreasing numbers.

Likewise, your eye WILL notice any minute changes on any visual data on your HUD and on your screen. It can be a bar of health or percents. You will notice it.

And so, using the excuse of "it is small, non-vital, tiny" really doesn't help.

R315r4z0r wrote on Tue, 27 January 2009 16:55

I didn't refer to the building bars at all. I noted both times pressing the K button. I'll brake it down better, this is what I said:

You are in the field, away from your base, when all of a sudden you hear one of your buildings is under attack. Now, how will the end result differ under the following two actions:

1. You press K as soon as you hear the announcement to check the status of the structure then head out to defend it.
2. You start walking back to the base but after about 5-10 seconds you press K to check the status of the structure.

There will be no difference in the end result because:

1. Each time you start at the same position.
2. You take the same amount of time to get from point A (Field) to point B (Structure).

That's the way it is now. And your point in regards to the advantage HUD?

R315r4z0r wrote on Tue, 27 January 2009 16:553. You knowing any sort of bit of information, regardless if you should know it or not, will not help you get to your base faster and defend better.

As far as "information, regardless if you should know it or not," goes, you wouldn't even need to stop to check "K" to know which building to repair. With building bars, you go straight for that building. You are gaining time.

And if you are in base? Then what happens? You can defend without a pause. Just 1 player with buildings bars and knowing well his radio commands can direct the total defense of his base.

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Tue, 27 Jan 2009 23:29:41 GMT
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I edited the post a few times. There are a lot more points now.

And the mine counter has nothing to do with this argument.

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Wed, 28 Jan 2009 02:02:55 GMT
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Starbuzz wrote on Tue, 27 January 2009 18:26

Do you always look at the health bar? Only briefly at the moment of being attacked.
Wrong. I look at it when I consciously want to. You look at it the LEAST when you are being attacked.

Starbuzz wrote on Tue, 27 January 2009 18:26 Do you always stare at the ammo counter? Only when shooting.

No. I only look at it when I consciously want to. There is no time were I ever need to.

Starbuzz wrote on Tue, 27 January 2009 18:26 You notice the decreasing green bars and armor. You notice the decreasing numbers.

No again. I can back this up with something I posted before. I said the fact that I find it hard to notice when my health and armor is going down with this HUD is one of the reasons why I keep it, so I'm at a disadvantage from other people.

Starbuzz wrote on Tue, 27 January 2009 18:26 Likewise, your eye WILL notice any minute changes on any visual data on your HUD and on your screen. It can be a bar of health or percents. You will notice it.

And so, using the excuse of "it is small, non-vital, tiny" really doesn't help.

Don't go spouting things like you study the subject for a living. First of all, you aren't talking about the subconscious or instinct, you are talking about peripheral vision, which is the the blurred vision you use to see things that are not being focused on by your eyes. (For example, looking forward you use peripheral vision to see the person standing next to you)

It's blurred but makes you aware to anything large enough that changes, however to understand what is changing, it requires you to fix your focus on whatever is changing.

You would not be able to consciously (<--- the only thing that matters, who cares about the subconscious because you need to act quickly, not think it through subconsciously) see any changes on your HUD outside your mental focus.

If you are spending ammo, your mental focus is on what you are firing at and the reserve supply counter, thus making it easier for you to quickly switch between your target and that counter without screwing up.

If you are taking damage, your mental focus is on where the damage is coming from and the health popup in the center of the screen. NOT the large health bar in the corner. Without that popup, you wouldn't realize how fast your health drops when you are taking fire until it was too late. (<--- I say this from experience)

If you are walking around doing something else, you will not notice 1 of the small, out of the way, scrunched up health bars on the side of the screen go down until it takes such a reasonable amount of damage that it is obviously out of sync with the other health bars. The bottom line is it would take you a while to realize a structure is under attack just by using peripheral vision to see the building health bars simply because the bar is so small that you wouldn't notice any single attacks as the ratio between the actual health and the bar wouldn't have a big, noticeable change. (It's so small that it would take you a few attacks to notice the bar is going down, especially with just peripheral vision)

Starbuzz wrote on Tue, 27 January 2009 18:26As far as "information, regardless if you should know it or not," goes, you wouldn't even need to stop to check "K" to know which building to repair. With building bars, you go straight for that building. You are gaining time. No you aren't gaining time. You might think you are, but you aren't. Stop and think, how is OUTSIDE information in your MIND going to make you get to your destination faster? You might know what structure is under attack, but you still have to work your way back to base, abiding by the geography and obstacles in the way. By the time you are within the range of the base, you should be able to visually see the attack, if it hasn't been dispelled already.

Bases are in condensed areas with few entrances. Upon entering a base area, how are you not going to see the building that is under attack? You don't need any status bar to tell you that the structure with the 3 stanks and bullet spray all over it is in need of assistance.

All you need is the alert that your base (not structure) is under attack. (Which can be brought to your attention in many different ways such as; EVA announcement, teammate communication, visual acquisition.) With just that information, you can get back to base, see the structure under attack before you reach any other structure, and act accordingly. Who cares if you knew what structure was in need of repair already? You still have to get there!

And what about your teammates? The team chat? The radio commands?

If a structure starts to get under attack, you can expect someone to spam "Building Needs Repairs!" or "Defend the base!" or "Defend the Power Plant/Refinery!" Or at least say in chat "WF", "WF", "WF." or whatever structure is in need of aid.

The ONLY time that I would consider these building bars/mine counters a cheat is in a 1vs1 match. However it is a simple counter measure to ask a screen shot of the other person before the game. (Or simply come to your senses and realize how dumb 1v1 matches are... lol)

Starbuzz wrote on Tue, 27 January 2009 18:26And if you are in base? Then what happens? You can defend without a pause. Just 1 player with buildings bars and knowing well his radio commands can direct the total defense of his base.

I think you are exaggerating the use of the K button. You don't have to stop everything you are doing to read the K menu. You can continue to move, continue to fire, and continue to go on your way if you use the K menu. I use it all the time and I have yet to have a single "vulnerability" problem when I use it.

Subject: Re: Hud with building bars
Posted by [BlueThen](#) on Wed, 28 Jan 2009 02:05:13 GMT
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You guys are taking this way too seriously...

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Wed, 28 Jan 2009 02:07:45 GMT
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Maybe so, but I'm not going to quit arguing until I stop getting challenged! (or the thread is locked)

EDIT!

I just thought of a compromise!

Screw the health bars, just put the structures.
Is it still functioning? Y/N

Have the structure names lined up and in the color of their respective teams. Once one of the structures is destroyed, gray out the text indicating that it has been destroyed!

Or what about coordinating it with the EVA announcements? Lets say EVA says "GDI Weapons Factory under attack!" To coordinate it, have the structure name flash red for 3-5 seconds (while the announcement is still in the text box)

Subject: Re: Hud with building bars
Posted by [Genesis2001](#) on Wed, 28 Jan 2009 04:16:27 GMT
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Can a mod just lock the topic? I mean seriously, all the arguments presented are just going to cycle around over and over and over again...

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Wed, 28 Jan 2009 04:25:26 GMT
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R315r4z0r wrote on Tue, 27 January 2009 21:07I just thought of a compromise!

Screw the health bars, just put the structures.
Is it still functioning? Y/N

Have the structure names lined up and in the color of their respective teams. Once one of the structures is destroyed, gray out the text indicating that it has been destroyed!

Or what about coordinating it with the EVA announcements? Lets say EVA says "GDI Weapons Factory under attack!" To coordinate it, have the structure name flash red for 3-5 seconds (while the announcement is still in the text box)

Subject: Re: Hud with building bars
Posted by [Goztow](#) on Wed, 28 Jan 2009 08:09:34 GMT
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Just for the sake of argument:
* about vehicle skins

* about the eye not noticing changes when you don't actually look for them. Have you ever driven a car? I can assure you that the eye notices changing things even when you don't look at a specific direction... If not, noone would see traffic signs, pedestrians, ...

Quote:I just thought of a compromise!

Screw the health bars, just put the structures.
Is it still functioning? Y/N

Have the structure names lined up and in the color of their respective teams. Once one of the structures is destroyed, gray out the text indicating that it has been destroyed!

Or what about coordinating it with the EVA announcements? Lets say EVA says "GDI Weapons Factory under attack!" To coordinate it, have the structure name flash red for 3-5 seconds (while the announcement is still in the text box)

This is obviously a very acceptable compromise. But someone needs to make sure the code that's released can't be abused too easily.

Subject: Re: Hud with building bars
Posted by [Starbuzz](#) on Wed, 28 Jan 2009 09:28:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am not going to waste my time arguing this anymore.

Personally if I were using this HUD, after what I have heard and seen about it, it would make it much more convenient to play freeing me up and letting me be on the move all the time without missing a beat. That by itself speaks of advantage.

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Wed, 28 Jan 2009 17:16:35 GMT
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About the vehicle skin or character, whatever. In a moving game, that would be extremely noticeable. Even standing still, I'd be able to tell that speck wasn't supposed to be there. Just like your example of driving a car, you are able to notice those changes in the environment. But, since the game is moving, it would be even easier to notice the vehicle/character because that speck would disappear if the player went behind the cliff, indicating something was there, or it would

come out from behind the cliff, obviously showing someone there.

About the HUD. Unlike your example when driving a car, the HUD isn't part of the general environment. The speedometer, RPM, fuel, ect in the console would be things like the popups for Ammo and health as well as the radar and score, the things that are easily noticed. However, the things we are talking about in this HUD (building bars & mine counter) are different than those and are different than things that change in the environment.

Noticing those specific changes in the HUD in comparison to noticing things when driving a car would be like being able to take note every time the digital clock on your radio changes, or taking note if the driver 3 cars behind you is male or female. Now, if you can drive a car and also take note every time your clock changes by 1 minute, then I remove my argument from this thread.

About the compromise: who cares if people manage to edit it? It's not a cheat to begin with. All I want, and I'm probably not just speaking for myself, is just the Y/N charts for structures if they are functioning or not. It looks cool, regardless if it is useful, and it goes with the current HUD. If someone else wants to edit it and turn it into health bars for the structure and use it against me, then I welcome them to do so.

Subject: Re: Hud with building bars
Posted by [dr3w2](#) on Wed, 28 Jan 2009 18:15:39 GMT
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R315r4z0r wrote on Wed, 28 January 2009 18:16
All I want, and I'm probably not just speaking for myself, is just the Y/N charts for structures if they are functioning or not.

If other people REALLY want that functionality i can release the code, with the team colors and a "dead" color, however it would be extremely easy for someone to modify it and display healths of the buildings.

Subject: Re: Hud with building bars
Posted by [Genesis2001](#) on Wed, 28 Jan 2009 19:53:07 GMT
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andr3w282 wrote on Wed, 28 January 2009 11:15R315r4z0r wrote on Wed, 28 January 2009 18:16
All I want, and I'm probably not just speaking for myself, is just the Y/N charts for structures if they are functioning or not.

If other people REALLY want that functionality i can release the code, with the team colors and a "dead" color, however it would be extremely easy for someone to modify it and display healths of the buildings.

I like that compromise. Simply "Online" or "Offline" statuses shown. That's, in fact, better than my compromise of binding it to a key

Subject: Re: Hud with building bars

Posted by [Starbuzz](#) on Wed, 28 Jan 2009 20:24:19 GMT

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It wasn't a car; it was a mirror attached to the head while the person is walking.

Starbuzz wrote on Sun, 25 January 2009 21:11: It's like having a rear view mirror attached in front of your head so you know what's behind you without needing to turn around! You may have to take your eyes off the road to look at the mirror but only for an instant and I think you will agree it is far more advantageous than actually turning around.

Yes, I see the confusion. Perhaps I should have stated it more clearly.

R315r4z0r wrote on Wed, 28 January 2009 11:16: About the HUD. Unlike your example when driving a car, the HUD isn't part of the general environment. The speedometer, RPM, fuel, ect in the console would be things like the popups for Ammo and health as well as the radar and score, the things that are easily noticed. However, the things we are talking about in this HUD (building bars & mine counter) are different than those and are different than things that change in the environment.

Fully disagree with this. Your entire argument in this thread is weak because you assume the HUD you have in mind is the only HUD that exists or that will ever exist. Not only do I believe that the information will be used no matter how small they are presented (refer to Caveman's post), I also believe it won't stop there.

What makes you think people won't come up with different types of these HUD's? Let me tell you such a graphically advanced HUD already exists.

I know the HUD you have in mind but I have seen one of those other HUD's from a while ago with Nod and GDI building blocks with building picture icons with the green health meter. They stand out VERY prominently on the left and right sides of your screen. The player (and his eyes) won't miss a beat of the info just as they won't with the HUD you have been founding your argument upon.

I will look for a SS of this HUD. I had seen it almost a year ago. If I can't find it, I will recreate the SS and post it here.

R315r4z0r wrote on Tue, 27 January 2009 20:07: I just thought of a compromise!

Screw the health bars, just put the structures.
Is it still functioning? Y/N

Have the structure names lined up and in the color of their respective teams. Once one of the

structures is destroyed, gray out the text indicating that it has been destroyed!

Not only will this overcrowd your screen but it is quite unnecessary if there are no health bars present. If this compromise was implemented, tapping "K" would still remain the most reliable method.

The only benefit I can think of to this is obviously showing the status of your buildings right on screen but if it crowds the screen, then it is quite a waste. Even if it does not take up space this maybe just a fancy addition and it should not be made mandatory (download only).

Maybe this can be done though it is still a waste of time:
Toggle Spoiler

andr3w282 wrote on Wed, 28 January 2009 12:15

If other people REALLY want that functionality i can release the code, with the team colors and a "dead" color, however it would be extremely easy for someone to modify it and display healths of the buildings.

An unnecessary risk.

Subject: Re: Hud with building bars

Posted by [R315r4z0r](#) on Wed, 28 Jan 2009 22:15:33 GMT

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Starbuzz wrote on Wed, 28 January 2009 15:24It wasn't a car; it was a mirror attached to the head while the person is walking.

Yes, I see the confusion. Perhaps I should have stated it more clearly.

No, you didn't have to state anything because I wasn't even talking about whatever you are talking about.

My post was in response to Goz, not you.

Starbuzz wrote on Wed, 28 January 2009 15:24Fully disagree with this. Your entire argument in this thread is weak because you assume the HUD you have in mind is the only HUD that exists or that will ever exist. Not only do I believe that the information will be used no matter how small they are presented (refer to Caveman's post), I also believe it won't stop there.

What makes you think people won't come up with different types of these HUD's? Let me tell you such a graphically advanced HUD already exists.

I know the HUD you have in mind but I have seen one of those other HUD's from a while ago with Nod and GDI building blocks with building picture icons with the green health meter. They stand out VERY prominently on the left and right sides of your screen. The player (and his eyes) won't miss a beat of the info just as they won't with the HUD you have been founding your argument upon.

Why do you keep doing that? You are avoiding my argument by interjecting something irrelevant.

I don't care about other HUDs. I'm not "failing to realize" other HUDs can be used as cheats. I simply don't care because I'm not talking about other HUDs! I'm talking about 1 HUD, the one I use, and the one everyone seems to have a problem with the release of an addon.

I don't care if it gets released and is then later modified by someone else to turn it into a cheat. How does that make me, or anyone else, who is using the original, legit version of it guilty? Just because some idiot decides to turn it into a cheat makes EVERYONE guilty?!

Starbuzz wrote on Wed, 28 January 2009 15:24 I will look for a SS of this HUD. I had seen it almost a year ago. If I can't find it, I will recreate the SS and post it here.

I DON'T CARE ABOUT OTHER HUDS! Only the HUD that I use AT THIS TIME. What does some other HUD have anything to do with my reasons for wanting the freedom to use HUD?

ALSO NOTE: I don't use the building bars, nor do I want them. If they were released, I wouldn't download them because I'm already accustomed to using K. What I would like, however, is what I mentioned in my compromise above.

Starbuzz wrote on Wed, 28 January 2009 15:24 Not only will this overcrowd your screen but it is quite unnecessary if there are no health bars present. If this compromise was implemented, tapping "K" would still remain the most reliable method.

The only benefit I can think of to this is obviously showing the status of your buildings right on screen but if it crowds the screen, then it is quite a waste. Even if it does not take up space this maybe just a fancy addition and it should not be made mandatory (download only).

Maybe this can be done though it is still a waste of time:

Toggle Spoiler

Why don't you learn to speak for yourself?

IT DOESN'T NEED TO HAVE A BENEFIT IN ORDER FOR SOMEONE TO WANT IT!

I think I've made it crystal clear in this thread that I currently feel as if the HUD I currently use puts me at a disadvantage than everyone else, and that is one of the two reasons why I like it.

The other reason why I like it is because it looks nice. I'm not using it to cheat, I'm not using it to gain an advantage. I'm using it because it looks nice and it makes the game more fun when I think I'm at a disadvantage from other people.

The Online/Offline feature I mentioned above doesn't have a clear benefit and does take up screen space. But it looks nice, and that's all that matters.

Let me clarify. I'm saying this out of my own desires. I couldn't give a crap about if some other random person wants to turn it into something you consider a cheat and use it themselves.

If someone wants to do that, I welcome them to do so. Because if by some off chance you are right and it does help their game, then I want to be the one to beat them when they are using it.

Subject: Re: Hud with building bars
Posted by [Reaver11](#) on Thu, 29 Jan 2009 13:07:22 GMT
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R315r4z0r the one hud you refer to has a slight advantage over pressing K.

The point remains is that if this hud is released what will be the next hud adjustment? And where to stop it then?

No offence but atm you are only looking in the present and not what things can be done in the future after this hud release.

Subject: Re: Hud with building bars
Posted by [jnz](#) on Thu, 29 Jan 2009 13:25:47 GMT
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Why is it that people have been using advantage skins since the dawn of renegade and no one seems to give a flying fuck about them. When someone makes a hud that gives only a small bit of information that is already available, that everyone starts bitching?

In actual fact, why are you even bitching, period? If someone decides to use this hud then they are going to use it, and there is nothing you can do about it. Sure, request a screenshot, anyone with any sort of coding experience that could make this sort of hud themselves could easily just use a key to turn it on and off.

With the addition of the shaders plugins it has made it a hell of a lot easier for people to make their own cheats.

Subject: Re: Hud with building bars
Posted by [cAmpa](#) on Thu, 29 Jan 2009 13:41:14 GMT
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Cheat or not cheat, that's the question.

Subject: Re: Hud with building bars
Posted by [Goztow](#) on Thu, 29 Jan 2009 15:56:09 GMT
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Quote:Why is it that people have been using advantage skins since the dawn of renegade and no one seems to give a flying fuck about them. When someone makes a hud that gives only a small bit of information that is already available, that everyone starts bitching?

Speak for yourself, on KOSs2 and BI servers the policy that bright skins are banned for as cheats has been in place for a few years now and we have had our share of bans for it.

Subject: Re: Hud with building bars
Posted by [dr3w2](#) on Thu, 29 Jan 2009 16:12:15 GMT
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RoShamBo wrote on Thu, 29 January 2009 07:25 Sure, request a screenshot, anyone with any sort of coding experience that could make this sort of hud themselves could easily just use a key to turn it on and off.

http://andr3w282.bitpwns.com/hud_fadedtoggles.wmv

lawl.. except i have the minimaps cleaned up now and no black borders/ blue background

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Thu, 29 Jan 2009 19:35:01 GMT
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Reaver11 wrote on Thu, 29 January 2009 08:07R315r4z0r the one hud you refer to has a slight advantage over pressing K.

The point remains is that if this hud is released what will be the next hud adjustment? And where to stop it then?

No offence but atm you are only looking in the present and not what things can be done in the future after this hud release.

Like a broken record... only different people keep saying this.

Read my post right before yours. I don't care about the future, I just want what I suggested.

Ever since I suggested that compromise, I have been arguing for that and only that.

I don't care about "what ifs." What if someone takes that information and turns it into a cheat? What if this? What if that? I don't care.

All I'm arguing for is the right for me to be allowed to use what I suggested. Nothing else, only that.

If someone wants to take that release and make it into their own cheat, I don't give a crap. I encourage them to do so.

Why would I do such a thing? Because inconspicuous cheats are fun to play with. What's an inconspicuous cheater? It's a cheater who uses cheats but tries to make a conscious effort to conseal it. (So basically, cheaters who don't have obvious cheats like damage hacks, big head, radar hacks, ect.) They make the game more challenging and fun and I encourage people like that to fight against me.

Subject: Re: Hud with building bars
Posted by [Starbuzz](#) on Thu, 29 Jan 2009 22:40:30 GMT
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RoShamBo wrote on Thu, 29 January 2009 08:25
In actual fact, why are you even bitching, period?

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Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Thu, 29 Jan 2009 22:52:59 GMT
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It doesn't make a difference. You will still be able to disarm mines safely. Just as safe as you are if someone doesn't have the HUD.

If you think otherwise, then fine that's your opinion and your loss. I've never once notice the mine counter go down... only up, and that's when I was the one mining.

Like I said before, the mine counter changing is about as noticeable as the time on your digital clock changing when you are driving a car. Why don't you notice the clock change? Because it is unimportant to you driving the car from point A to point B.

Just like the mine counter isn't in anyway vital to you, your team, or the enemy.

And what about the servers where you can disarm your own mines? How do you distinguish that?

Instead of assuming things, why don't you try it for yourself. Download the HUD, and play as you normally would.

Subject: Re: Hud with building bars
Posted by [Caveman](#) on Fri, 30 Jan 2009 01:13:01 GMT
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Star just give up. He is obviously to naive to see whats going on. I already had this same arguement with him. I do infact notice the changing of the mines. But thats me not him so he cannot comment on it. No point on arguing with him because he wont change his opinion which tbh he is entitled to. You dont have to agree with it. Let he go on about how he is so pro and he wants to play against cheats.

Edit:

Just to prove my point. When I am playing I view the player list so I can see all the kills and deaths. I memorize the enemies deaths so if the ob charges up and im not in base and the person still hasn't died I know to get back to base. I can assume other players dont take as much notice

to that but its each to there own. On a side note I would LOVE for you R31 to argue that I dont notice when someone dies.

Subject: Re: Hud with building bars
Posted by [ChewML](#) on Fri, 30 Jan 2009 02:17:35 GMT
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lol, I have yet to actually notice the mine count change on my HUD... As for the building bars, I would look at it as just a backup for when the game don't tell you your shit is getting jacked.

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Fri, 30 Jan 2009 04:08:27 GMT
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@ Cave:

Holy crap why is everyone being so dense? I honestly don't care what or how you play. The way you play has nothing to do with the way I play. I'm not trying to get you to believe that this HUD is a good thing to use, I don't care if you think one way or the other. What I'm trying to do is prove to you that I don't use it as a cheat. (And judging by your last post, I think it worked)

And I have never said I was better than anyone else, or "pro" as you put it. I think I'm a pretty mediocre/average player, which is one of the reasons why I like playing inconspicuous cheaters. It hones my skills (sort of like a training program kinda thing) and it's simply fun to challenge myself. How does that translate into "LOL I IS BETUR THAN EVURY1 ELS!!!!1111?1111! ?"

Subject: Re: Hud with building bars
Posted by [Goztow](#) on Fri, 30 Jan 2009 07:41:59 GMT
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Quote:Just like the mine counter isn't in anyway vital to you, your team, or the enemy.
Made me LOL.

Subject: Re: Hud with building bars
Posted by [Caveman](#) on Fri, 30 Jan 2009 11:29:40 GMT
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R315r4z0r wrote on Fri, 30 January 2009 04:08@ Cave:

Holy crap why is everyone being so dense? I honestly don't care what or how you play. The way you play has nothing to do with the way I play. I'm not trying to get you to believe that this HUD is a good thing to use, I don't care if you think one way or the other. What I'm trying to do is prove to you that I don't use it as a cheat. (And judging by your last post, I think it worked)

And I have never said I was better than anyone else, or "pro" as you put it. I think I'm a pretty mediocre/average player, which is one of the reasons why I like playing inconspicuous cheaters. It hones my skills (sort of like a training program kinda thing) and it's simply fun to challenge myself. How does that translate into "LOL I IS BETUR THAN EVURY1 ELS!!!1111?1111! ?"

Exactly, you understand now. Just because YOU dont notice it doesn't mean noone else does. You said it yourself "The way you play has nothing to do with the way I play." So just because your brain (no offensive) doesn't process the mine count doesn't mean it doesn't for others, which automatically gives them a advantage over others. Do you understand that? Yes you must do by now. So this hud IS an advantage hud, maybe not for yourself but for others, yes.

You give off the impression like you're some sort of bloody super player, its the way you're wording things, presenting yourself. I've won against people using *cheat name removed*before because they only use it 1 in every 10 people to make it look legit but you dont see my saying "I encourage people to cheat against me cos I like a challenge, i've won against people using the infamous RGH" Congrats to me, eh? No need to brag about it? Just makes you look big headed and immature. I like a challenge, who doesn't? But I dont go around saying c'mon do your worst like im some sort of awesome player. Which is EXACTLY how you're presenting yourself. Take a look at your posts, read the words and you will see what I mean.

On a side note, I never once said anything about liking a challenge translates into "LOL I IS BETUR THAN EVURY1 ELS!!!1111?1111! ?" Thats just how a child types, you're clearly not a child.

Subject: Re: Hud with building bars
Posted by [jnz](#) on Fri, 30 Jan 2009 12:23:08 GMT
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Goztow wrote on Thu, 29 January 2009 15:56Quote:Why is it that people have been using advantage skins since the dawn of renegade and no one seems to give a flying fuck about them. When someone makes a hud that gives only a small bit of infomation that is already avaiable, that everyone starts bitching?

Speak for yourself, on KOSs2 and BI servers the policy that bright skins are banned for as cheats has been in place for a few years now and we have had our share of bans for it.

Aye, I have seen the BI forums. That's 2 servers out of the 100s on the list. Not to mention the 100s of players that use them.

Subject: Re: Hud with building bars
Posted by [marcin205](#) on Fri, 30 Jan 2009 23:11:23 GMT
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andr3w282 wrote on Thu, 29 January 2009 17:12RoShamBo wrote on Thu, 29 January 2009 07:25 Sure, request a screenshot, anyone with any sort of coding experience that could make this sort of hud themselves could easily just use a key to turn it on and off.

http://andr3w282.bitpwns.com/hud_fadedtoggles.wmv

lawl.. except i have the minimaps cleaned up now and no black borders/ blue background if you see only gdi guys its ok but this hud is lot advantage p

Subject: Re: Hud with building bars

Posted by [R315r4z0r](#) on Sat, 31 Jan 2009 00:32:26 GMT

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Caveman wrote on Fri, 30 January 2009 06:29

Exactly, you understand now. Just because YOU dont notice it doesn't mean noone else does. You said it yourself "The way you play has nothing to do with the way I play." So just because your brain (no offensive) doesn't process the mine count doesn't mean it doesn't for others, which automatically gives them a advantage over others. Do you understand that? Yes you must do by now. So this hud IS an advantage hud, maybe not for yourself but for others, yes. That's nice and all, but, and I've said this already, ever since I started talking about my compromise idea, I have since HALTED any arguments pertaining to this being/not being a cheat. No one seems to have realize that. I don't care if you think it is a cheat nor do I care if you have used it as a cheat.

I'm arguing for my right to use the thing I mentioned and also to show you how I'm not using the mine counter as a cheat. That's it. I don't care if you think it CAN be used as a cheat, I'm just trying to show you that I'M not using it as a cheat.

Caveman wrote on Fri, 30 January 2009 06:29 You give off the impression like you're some sort of bloody super player, its the way you're wording things, presenting yourself. I've won against people using *cheat name removed* before because they only use it 1 in every 10 people to make it look legit but you dont see my saying "I encourage people to cheat against me cos I like a challenge, i've won against people using the infamous RGH" Congrats to me, eh? No need to brag about it? Just makes you look big headed and immature. I like a challenge, who doesn't? But I dont go around saying c'mon do your worst like im some sort of awesome player. Which is EXACTLY how you're presenting yourself. Take a look at your posts, read the words and you will see what I mean.

If you read it like that, I'm sorry. But that's not what I was saying. I don't understand how you managed to think that, I was specifically trying to avoid that, but whatever... I guess. It's in the past now.

All I said is that I like to play against cheaters who make it a point to conceal they are cheating, simply because it is fun. How does that translate into me bragging or saying I'm better than anyone else, or "pro?"

The only reason why I even say that I think it's fun to play against them is because if I just said: "I support cheaters," what would be the first thing that comes to mind? Probably, "Well, he's obviously cheating..."

Caveman wrote on Fri, 30 January 2009 06:29 On a side note, I never once said anything about liking a challenge translates into "LOL I IS BETUR THAN EVURY1 ELS!!!1111?1111! ?" Thats just how a child types, you're clearly not a child.

I paraphrased. Talking like that is commonly paired with being incompetent and n00bish, or, in other words, "pro."

Subject: Re: Hud with building bars

Posted by [Caveman](#) on Sat, 31 Jan 2009 05:06:10 GMT

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R315r4z0r wrote on Sat, 31 January 2009 00:32

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Right so the argument about whether its a cheat is now said and done? You have your opinion and we have ours. I understand what you're arguing about but if it was to be made and released it could easily be re-coded into something that will kill the Renegade even more. Seems unfair? Tough, its the same with models for people, RG blocked certain w3d because you could increase the size of the characters body, head, whatever so we all had to suffer, we couldn't replace the model with something else because there was no way for RG to prove it wasn't big head or big body etc.. Its the same here, the code will get released and someone will turn it into something else. Now you might not care about that but I certainly do. So I will keep fighting my corner so you can't have things like building bars, mine count, toggle mode for the building bars or anything else that has the potential to destroy the game even more.

R315r4z0r wrote on Sat, 31 January 2009 00:32 If you read it like that, I'm sorry. But that's not what I was saying. I don't understand how you managed to think that, I was specifically trying to avoid that, but whatever... I guess. It's in the past now.

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The only reason why I even say that I think it's fun to play against them is because if I just said: "I support cheaters," what would be the first thing that comes to mind? Probably, "Well, he's obviously cheating..."

As I said, its the way you came across. It can be easily misunderstood. If I see a cheater ingame and the mods don't do anything about it I leave, I don't think its fun to play against cheaters at all

no matter how much I may like a challenge. I like a challenge just as much as the next person but I like it to be a fair challenge not something that's one sided because they have things aiding them.

R315r4z0r wrote on Sat, 31 January 2009 00:32I paraphrased. Talking like that is commonly paired with being incompetent and n00bish, or, in other words, "pro."

Yes talking like that generally means that you're an immature child that obviously has problems communicating with people. I don't class them as "pro" they might class themselves as "pr0". I dont see "pro" racing drivers or "pro" coders or "pro" whatever talking/typing like that. It would seem that you have the wrong end of the stick.

Subject: Re: Hud with building bars
Posted by [GEORGE ZIMMER](#) on Sat, 31 Jan 2009 05:14:21 GMT
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Where's Sir_Kane when you need him?

Subject: Re: Hud with building bars
Posted by [u6795](#) on Sat, 31 Jan 2009 05:39:53 GMT
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Cabal8616 wrote on Sat, 31 January 2009 00:14Where's Sir_Kane when you need him?
Probably too busy not giving a shit about this thread.

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Sat, 31 Jan 2009 15:39:43 GMT
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Caveman wrote on Sat, 31 January 2009 00:06Yes talking like that generally means that you're an immature child that obviously has problems communicating with people. I don't class them as "pro" they might class themselves as "pr0". I dont see "pro" racing drivers or "pro" coders or "pro" whatever talking/typing like that. It would seem that you have the wrong end of the stick.
This made me laugh.

What does being a "Pro" racecar driver or "pro" coders have anything to do with being "pro" at playing a video game?

They don't because the two "pros" aren't the same. One means someone who gets paid to do said action officially, and another is a self-proclaimed title for an incompetent geek.

Pro = noob when it comes to gaming. Pro, pr0 |°r0, ect, all are the same thing. Just like n00b, noob, nub, ect.

Subject: Re: Hud with building bars
Posted by [Caveman](#) on Sat, 31 Jan 2009 17:41:14 GMT
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So just because one gets paid for being a professional <insert whatever here> that means that for people who dont get paid aren't pros?

There are a lot of pro renegaders here and just because they dont get paid for doing something they love doesn't make them not a professional at the game. There is a lot of difference between a pro (professional) gamer and a gamer who gives themselves the title of pr0 (i lik3 b3st playa, im s0 pr0 at dis game)

You was acting/presenting (whichever words fits in the best for you) like you were a pro at this game because you like playing against cheaters cos it gives you a challenge. I don't know whether you're a pro at this game and to be frank I don't really care but from where I am sitting you came across arrogant, you might not think that and you can argue with me about what your intentions were but its my opinion which I am entitled too, no? You don't have to agree with it, shit, you don't even have to acknowledge it. For all I care you can waffle on about how you was just trying to say blah blah blah.

Subject: Re: Hud with building bars
Posted by [R315r4z0r](#) on Sat, 31 Jan 2009 19:24:30 GMT
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Professional means you do something as an official job or profession.

You don't have to be "good" at something to be a professional. You just need to do it officially.

Examples:

- People who work at EA are professional game developers.
- You can be better at a sport than some professional players, but that doesn't make you professional.

Edit: I thought we got past that already? I'm just defining the word professional. What I said before when you thought I was calling myself "pr0" was explained 2 posts ago.

Subject: Re: Hud with building bars

Posted by [saberhawk](#) on Sat, 31 Jan 2009 19:40:19 GMT

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Just a quick notice to anybody who tries soliciting me for building bar code; you will get yourself reported.

Subject: Re: Hud with building bars

Posted by [Caveman](#) on Sun, 01 Feb 2009 00:08:09 GMT

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R315r4z0r wrote on Sat, 31 January 2009 19:24 Professional means you do something as an official job or profession.

You don't have to be "good" at something to be a professional. You just need to do it officially.

Examples:

-People who work at EA are professional game developers.

-You can be better at a sport than some professional players, but that doesn't make you professional.

Edit: I thought we got past that already? I'm just defining the word professional. What I said before when you thought I was calling myself "pr0" was explained 2 posts ago.

You and I obviously have very different opinions of the word professional. A professional to me to someone who has mastered the given subject. He doesn't have to get paid to be a professional at it. But whatever, that's your opinion I guess.

I guess there isn't anything else to argue? Which is good tbh because im way to tipsy to argue with you anyhoo

Subject: Re: Hud with building bars

Posted by [Altzan](#) on Sun, 01 Feb 2009 01:20:04 GMT

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I looked up the word, and it has a lot of definitions. It can mean both of what you guys said. There isn't much left to argue; whether it is a cheat or not isn't debatable because the admins say it is, and will ban anyone releasing it.

Subject: Re: Hud with building bars

Posted by [DL60](#) on Mon, 02 Feb 2009 07:47:46 GMT

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I like that one

Edit: Before I forget: Check out RenegadeX February Update[^] There you can find it.

Subject: Re: Hud with building bars
Posted by [marcin205](#) on Mon, 02 Feb 2009 09:15:43 GMT
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nice lol

Subject: Re: Hud with building bars
Posted by [mr£Äz](#) on Mon, 02 Feb 2009 14:53:53 GMT
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Boo, i wanna use K button, that Building Health bars take to much from the Screen and its annoying

Subject: Re: Hud with building bars
Posted by [Muad Dib15](#) on Mon, 02 Feb 2009 20:16:29 GMT
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DeathLink6.0 wrote on Mon, 02 February 2009 01:47I like that one

Edit: Before I forget: Check out RenegadeX February Update[^] There you can find it.

Scr3w you, you took my idea.

Anyway, if anyone hates the building huds in Ren, they better not praise RenX's.

Subject: Re: Hud with building bars
Posted by [u6795](#) on Mon, 02 Feb 2009 21:07:03 GMT
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Muad Dib15 wrote on Mon, 02 February 2009 15:16DeathLink6.0 wrote on Mon, 02 February 2009 01:47I like that one

Edit: Before I forget: Check out RenegadeX February Update[^] There you can find it.
[img]therewasagoddamnimageherebutiremoveditnshit

Scr3w you, you took my idea.

Anyway, if anyone hates the building huds in Ren, they better not praise RenX's. People can praise it all they want. I even think it's aesthetically sexy. I'd probably give sexual favors to those building bars, that's how good they are.

I still think they're unfair and change the gameplay, but when something looks THAT awesome.. y'know, you gotta make some compromises in your values.

Subject: Re: Hud with building bars
Posted by [marcin205](#) on Tue, 03 Feb 2009 01:26:30 GMT
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Health bars take to much from the Screen and its annoying so make them more transparent

Subject: Re: Hud with building bars
Posted by [IAmFenix](#) on Wed, 12 Aug 2009 22:49:36 GMT
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Honestly.
People.
A 7 page argument for & against building bars.
In my opinion, building bars should be released publicly, and if it's released on the official 'unofficial' C&C Renegade community site, who's to say that anyone can't get access to it? It's like saying that all those huds that have any bit more information than the standard is a cheat and therefore should be banned.
Using that logic, anything not standard is a cheat and should be banned.
But obviously, we are not using that logic, and have a mod forum and a mod release forum.
And not using the logic mentioned above, the building bars are harmless and should be allowed to be released.
And of course, almost no one will release them because they like to increase their e-peni.

Subject: Re: Hud with building bars
Posted by [Hitman](#) on Wed, 12 Aug 2009 23:18:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

IAmFenix wrote on Wed, 12 August 2009 17:49
Honestly.
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A 7 page argument for & against building bars.
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Using that logic, anything not standard is a cheat and should be banned.

But obviously, we are not using that logic, and have a mod forum and a mod release forum. And not using the logic mentioned above, the building bars are harmless and should be allowed to be released.

And of course, almost no one will release them because they like to increase their e-peni. the so called mods/skins etc are files that change things ingame, not alter or add any like the building bar hud thing

Subject: Re: Hud with building bars
Posted by [Goztow](#) on Thu, 13 Aug 2009 06:57:47 GMT
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Did you really need to bump this topic? Did you? Locked.
