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Subject: Re: Renegade X Mini-update

Posted by [Starbuzz](#) on Wed, 04 Jun 2008 15:36:48 GMT

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The blurry texture of the HUD looks great in this re-make. But I would like to see some more solid green stripes or bars (or whatever) in the Health meter. Right now, it looks a bit bland green. Otherwise, all is good.

I actually like the mist/fog.

Question: Despite the mist/fog, we can still be able to target other vehicles on the other side of the map right? Provided we are carrying/driving a vehicle with a weapon with that range?

Besides that, very good job! The textures of the weapon is first class work! I can only imagine how realistic and detail-loaded the other weapons will be.

Good job and convey my regards to the team.

EDIT: I read above post regarding maps/mist.