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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

I don't know how long you've played this game, or how good you're at it, but I don't think you never had a situation where (in for ex city) there where arts pounding your PP, and you went over there, together with another engi (there where 3 arts, so you need more then one engi).

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

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!)

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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.

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