
Subject: Re: Renegade X - February Update!
Posted by [R315r4z0r](#) on Tue, 03 Feb 2009 02:15:06 GMT
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Question: In the final version, you wont be able to see the enemy structures, correct? If so, keep it that way. It's better.

Also, this wont have any effects on the gameplay of Renegade other than possibly speeding the gameplay up about .5 seconds from the norm.

Also, you say you can toggle the extra info on and off between "Classic HUD" and the new HUD. Is "Classic HUD" that same HUD without all the extra features? Or is it the remake of the Renegade style HUD that you already showed us all those months ago?
