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Subject: Re: RenegadeX hud

Posted by [Goztow](#) on Fri, 01 May 2009 10:05:58 GMT

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As my siggy said, I'm no member of the TT team so I can only base my replies on things that were written down by them in the past. I suppose it'll be the same for buildings / vehicles. I'm not sure if they'll really work per character / building / vehicle or if they'll make groups, e.g. "stealth" (= stank and sbh), "snipers" (= 500 and 1000 sniper), "heavy armor tanks", ...

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