

---

Subject: Re: RSF Raptor

Posted by [EvilWhiteDragon](#) on Sat, 29 May 2010 12:25:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

DeathLink6.0 wrote on Fri, 28 May 2010 17:32Quote:I think that if those "features" wouldn't be included in HUDs, that HUDs would be way less popular. Also, normally you want your hud to be as clean as possible (= most viewing area). You only want information that is directly and IMMEDIATELY useful for you. This means that one would not make HUDs with these "features" is they wouldn't be so useful, because it would just be a waste of valuable space. Depends on the design, the right size of every element and so on. It is not hard to add these elements without wasting too much space.

These features - especially the buildingbars, minecounter and distancenumber at crosshair - would be a very nice addition to Renegades HUD.

Renegade is not just a damn deathmatch shooter where you just need the most important information about your own status. You also need information about your team AND your base (the base is still the most important features which separates CCR from other MP shooters). The way you can access them in vanilla Renegade are just stupid/retarded. You can't do anything while looking at the building status or the team status.

Another option would be to implement these elements like a scorelist: You still have to press a button to access it BUT you can move and shot while watching it. Or you do this as toggleable HUD element like Renegades scorelist. Pressing the button adds these features as HUD element. Hitting the button again makes them disappear.

This would be two very nice compromises.

You just proved my point, they are very handy features to have. The downside of them are (I think) that it makes defending too easy (presuming everyone has them). It would be impossible to sneak in somewhere. Hell you wouldn't even need to lay down 5 mines per entrance anymore, as you'll directly notices when someons attempts to move in.

---