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Subject: Re: Scrolling Minimap and Building Health  
Posted by [BAGUETTE](#) on Mon, 12 Aug 2013 18:42:14 GMT  
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DoMiNaNt\_HuNtEr wrote on Mon, 12 August 2013 11:00VuLTiMa wrote on Wed, 07 August 2013 14:19I personally think build bars is far too big of an advantage during a game, sick of games now that literally try to guide you through every little thing instead of just throwing you in the deep end(probably why I like the Dark/Demon souls series so much), plus renegades minimalist HUD is actually quite nice, id rather not have it cluttered with crap.

No point in changing the games mechanics 11 years down the line

Have you tapped K? Building bars are not an advantage. Its just cool.

I am not saying that having a view at your base's building bars HP is an advantage.

I am saying its an advantage if the information is permanently on the screen, if you played renegade in a more competitive environment you would know every second sounds, those few seconds pressing K can make or break a game.(See first example at the end)

Unless you tap K like a crazy person, you aren't going to get the most up to date reading of your base's status, therefore a person who has that information on their screen at all times, is going to be able to respond faster than any other.

"Its just cool" isn't a reason why it isn't an advantage.

e.g.

Map is field, you are pinned in by 3 arties hitting your WF, it is impossible to leave that repair gun shooting anything but the MCT, meaning pressing K would break the current repairs and lose a building, whilst potentially the arties have split up and now attacking multiple buildings.

e.g. 2

Another example is usually players know if their building is under attack if they hear the "Refinery under attack" sound and so on, however its possible for this sound to be skipped if another building is also under attack, which I know is what I do, take a few hits on one building, trigger the sound, attack another building.

However building bars would allow the person to realise they are actually assaulting 2 buildings at the same time and the first was a distraction, doesn't that defeat the purpose of anticipating that this is about to happen if the building bars on screen display that information anyway. Please don't reply with "Oh, they would have just pressed K anyway to see", because no, they wouldn't, they would be too occupied worrying about the first building and trying to defend it.