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Subject: In-game building health meter  
Posted by [pawky](#) on Sun, 21 Dec 2008 19:48:39 GMT  
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Hi,

Sorry if this has been discussed before but given the unique nature of Renegade, I think it would be greatly convenient if some sort of building health meter is attached in the main screen.

I have seen concept screenshots from Sir Kane and Scrin before that show GDI and Nod building icon on the main screen so players are aware of the health of their buildings...

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Subject: Re: In-game building health meter  
Posted by [cmatt42](#) on Sun, 21 Dec 2008 19:51:35 GMT  
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Hold 'K'.

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Subject: Re: In-game building health meter  
Posted by [Altzan](#) on Sun, 21 Dec 2008 19:55:26 GMT  
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cmatt42 wrote on Sun, 21 December 2008 13:51 Hold 'K'.

Um, yeah... he already KNOWS about that. He wants something to be able to view WITHOUT holding a button.

That said, it's probably not going to happen. Many people view it a a hack or a cheat.

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Subject: Re: In-game building health meter  
Posted by [GEORGE ZIMMER](#) on Sun, 21 Dec 2008 20:09:20 GMT  
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If I recall, someone was working on a HUD that could do that. So it is possible.

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Subject: Re: In-game building health meter  
Posted by [Altzan](#) on Sun, 21 Dec 2008 20:19:40 GMT  
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Cabal8616 wrote on Sun, 21 December 2008 14:09 If I recall, someone was working on a HUD that could do that. So it is possible.

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Yeah, I saw it too. The thread I saw it in was also full of people complaining it was a cheat. I'm not sure myself. It wouldn't be a cheat if it was publicly released, in my opinion.

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Subject: Re: In-game building health meter  
Posted by [Goztow](#) on Sun, 21 Dec 2008 20:22:32 GMT  
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It is currently seen as a cheat, because it's an unfair advantage. IMO it'd ruin a part of the game. There's a reason why EVA doesn't immediately say "xxx under attack", right after it said "yyy under attack". It's too easy to defend if you can keep an eye on every building.

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Subject: Re: In-game building health meter  
Posted by [KobraOps](#) on Sun, 21 Dec 2008 22:57:03 GMT  
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Goztow wrote on Sun, 21 December 2008 14:22: It is currently seen as a cheat, because it's an unfair advantage. IMO it'd ruin a part of the game. There's a reason why EVA doesn't immediately say "xxx under attack", right after it said "yyy under attack". It's too easy to defend if you can keep an eye on every building.

lol and who decides its a cheat mr.axis?

This belongs in the Mod Section because TT is not going to add things to the game that arent needed, change gameplay too much, and are already in the game(it takes one sec to press K)

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Subject: Re: In-game building health meter  
Posted by [Altzan](#) on Mon, 22 Dec 2008 01:09:06 GMT  
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Goztow wrote on Sun, 21 December 2008 14:22: It's too easy to defend if you can keep an eye on every building.

That hit my logic senses head on. You are absolutely correct. How could anyone hit a building if the enemies knew the health of it every waking moment? That one trick of hitting one building and running to a different one would be ineffectual as well.

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Subject: Re: In-game building health meter  
Posted by [cAmpa](#) on Mon, 22 Dec 2008 01:43:12 GMT  
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Quote:It is currently seen as a cheat

Lies.

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Subject: Re: In-game building health meter  
Posted by [EvilWhiteDragon](#) on Mon, 22 Dec 2008 03:49:39 GMT  
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cAmpa wrote on Mon, 22 December 2008 02:43Quote:It is currently seen as a cheat

Lies.

Certainly not, however you look at it, it is an modification that isn't ment to make the game prettier, just easier. By easier I mean giving you an advantage over others.

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Subject: Re: In-game building health meter  
Posted by [\\_SSnipe\\_](#) on Mon, 22 Dec 2008 04:02:48 GMT  
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EvilWhiteDragon wrote on Sun, 21 December 2008 19:49cAmpa wrote on Mon, 22 December 2008 02:43Quote:It is currently seen as a cheat

Lies.

Certainly not, however you look at it, it is an modification that isn't ment to make the game prettier, just easier. By easier I mean giving you an advantage over others.

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Subject: Re: In-game building health meter  
Posted by [Goztow](#) on Mon, 22 Dec 2008 07:22:56 GMT  
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Why else would topic starter call it "greatly convenient"?

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Subject: Re: In-game building health meter  
Posted by [Caveman](#) on Mon, 22 Dec 2008 10:49:57 GMT  
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Its a cheat plain and simple.

#EOD

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Subject: Re: In-game building health meter  
Posted by [EvilWhiteDragon](#) on Mon, 22 Dec 2008 15:36:30 GMT  
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Caveman wrote on Mon, 22 December 2008 11:49Its a cheat plain and simple.

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#EOD

It's a cheat until it becomes standard, in that case it's a feature. So IF TT decides to implement it, then it wouldn't be a cheat anymore, as anyone has it.

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Subject: Re: In-game building health meter  
Posted by [Goztow](#) on Mon, 22 Dec 2008 15:58:39 GMT  
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EvilWhiteDragon wrote on Mon, 22 December 2008 16:36Caveman wrote on Mon, 22 December 2008 11:49Its a cheat plain and simple.

#EOD

It's a cheat until it becomes standard, in that case it's a feature. So IF TT decides to implement it, then it wouldn't be a cheat anymore, as anyone has it.  
That's obviously the case for any cheat .

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Subject: Re: In-game building health meter  
Posted by [mr£ÄŞÄ-z](#) on Mon, 22 Dec 2008 16:07:13 GMT  
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I wont even use it if its release, it takes to much space and looks crappy, and if i wanna see my building HP then i simply press K... what i never use/look at

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Subject: Re: In-game building health meter  
Posted by [ChewML](#) on Mon, 22 Dec 2008 20:13:25 GMT  
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Goztow wrote on Mon, 22 December 2008 09:58EvilWhiteDragon wrote on Mon, 22 December 2008 16:36Caveman wrote on Mon, 22 December 2008 11:49Its a cheat plain and simple.

#EOD

It's a cheat until it becomes standard, in that case it's a feature. So IF TT decides to implement it, then it wouldn't be a cheat anymore, as anyone has it.  
That's obviously the case for any cheat .  
I wonder what would happen if we gave everyone \*cheat name removed\*...

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Subject: Re: In-game building health meter  
Posted by [mr£ÄŞÄ-z](#) on Mon, 22 Dec 2008 20:17:53 GMT  
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ChewML wrote on Mon, 22 December 2008 14:13Goztow wrote on Mon, 22 December 2008 09:58EvilWhiteDragon wrote on Mon, 22 December 2008 16:36Caveman wrote on Mon, 22

December 2008 11:49Its a cheat plain and simple.

#EOD

It's a cheat until it becomes standard, in that case it's a feature. So IF TT decides to implement it, then it wouldn't be a cheat anymore, as anyone has it.

That's obviously the case for any cheat .

I wonder what would happen if we gave everyone \*cheat name removed\*...

Owned!

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Subject: Re: In-game building health meter

Posted by [Reaver11](#) on Mon, 22 Dec 2008 20:57:35 GMT

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I don't want this feature to be standard.

Especially when only a few people use it. These features would change the gameplay of renegade + everyone can see which building is under attack it makes it useless to fire a 'fake' shot on another building.

Although a proximity mine counter is usefull I dont want to see that on a hud. The fun of renegade is that sometimes you dont know what is comming. (For instance a left over techie that tries to bomb a building, and now you can see there are mines dissapearing on your counter)

At the moment it is an unfair advantage. I like the hud idea as it is in renegade not too much gibberish blocking your screen or giving you too much information that takes away the fun of sneakattacks.

I don't want to see features like this as standard. Preferb I dont want to see them at all.

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Subject: Re: In-game building health meter

Posted by [Genesis2001](#) on Mon, 22 Dec 2008 21:47:12 GMT

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What about only showing critical buildings on the HUD then? Critical being defined as less than 15% or 20% health...

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Subject: Re: In-game building health meter

Posted by [Caveman](#) on Mon, 22 Dec 2008 22:41:48 GMT

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Doesnt matter if its 10% or 100% it would still fuck up the game too much.. You wouldn't beable to use an engi to place C4 on a building while waiting for your team mate to throw his spare c4 on as well because the enemy would know about it.

---

As I said, its a cheat.

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Subject: Re: In-game building health meter  
Posted by [Genesis2001](#) on Mon, 22 Dec 2008 23:06:40 GMT  
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Caveman wrote on Mon, 22 December 2008 15:41Doesnt matter if its 10% or 100% it would still fuck up the game too much.. You wouldn't be able to use an engi to place C4 on a building while waiting for your team mate to throw his spare c4 on as well because the enemy would know about it.

As I said, its a cheat.

It's not a cheat...It's already available by pressing "K"...

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Subject: Re: In-game building health meter  
Posted by [Caveman](#) on Mon, 22 Dec 2008 23:09:30 GMT  
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Aye however to always have it present on screen without any interaction from the player is different.. How many players do you know that actually stop... press K, look for the building and then carry on? 1 in 10? Its the same as having a mine counter always present. Might as well have a vehicle counter since its available if you press J.

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Subject: Re: In-game building health meter  
Posted by [Genesis2001](#) on Mon, 22 Dec 2008 23:14:09 GMT  
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I agree that the mine counter on the main HUD is a bad idea...

And I see the other side of the argument why it could be CONSIDERED a cheat..I just wanted to voice my opinion...

---

---

Subject: Re: In-game building health meter  
Posted by [KobraOps](#) on Mon, 22 Dec 2008 23:15:06 GMT  
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---

Caveman wrote on Mon, 22 December 2008 23:09Aye however to always have it present on screen without any interaction from the player is different.. How many players do you know that

actually stop... press K, look for the building and then carry on? 1 in 10? Its the same as having a mine counter always present. Might as well have a vehicle counter since its available if you press J.

Not really ppl can be out of the vehicle when u press J, so your attempt to exaggerate to make a point has failed.

---

---

Subject: Re: In-game building health meter  
Posted by [Caveman](#) on Mon, 22 Dec 2008 23:21:20 GMT  
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Sorry mr. technical....

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Subject: Re: In-game building health meter  
Posted by [IronWarrior](#) on Mon, 22 Dec 2008 23:26:16 GMT  
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Anyone who has a better computer then me is cheating.

Fucking cheating bastards, I bans you.

---

---

Subject: Re: In-game building health meter  
Posted by [MGamer](#) on Mon, 22 Dec 2008 23:43:23 GMT  
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---

IronWarrior wrote on Mon, 22 December 2008 17:26Anyone who has a better computer then me is cheating.

Fucking cheating bastards, I bans you.  
This guy has a point

---

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Subject: Re: In-game building health meter  
Posted by [saberhawk](#) on Tue, 23 Dec 2008 02:11:49 GMT  
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IronWarrior wrote on Mon, 22 December 2008 17:26Anyone who has a better computer then me is cheating.

Fucking cheating bastards, I bans you.

imo, anybody using a computer worse than mine and on a slower connection than mine is

cheating (laghax, lol)

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Subject: Re: In-game building health meter  
Posted by [ErroR](#) on Sun, 28 Dec 2008 09:48:24 GMT  
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btw. is it possible to make the building health ("K") show in realtime? not to press K repeatedly

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Subject: Re: In-game building health meter  
Posted by [pawky](#) on Mon, 29 Dec 2008 01:22:52 GMT  
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Sooooo is this possible to be done as server-side option? I hear it's easy to make the HUD itself.

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Subject: Re: In-game building health meter  
Posted by [IAmFenix](#) on Thu, 26 Mar 2009 20:24:45 GMT  
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Goztow wrote on Sun, 21 December 2008 14:22It is currently seen as a cheat, because it's an unfair advantage. IMO it'd ruin a part of the game. There's a reason why EVA doesn't immediately say "xxx under attack", right after it said "yyy under attack". It's too easy to defend if you can keep an eye on every building.

Then all those HUDs with maps are hacks aswell, because it gives you an "unfair advantage."

And also, if it is implemented in TT, then EVERYONE would have it and would not give anyone an advantage.

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Subject: Re: In-game building health meter  
Posted by [mr£\\$Ä-z](#) on Thu, 26 Mar 2009 20:49:03 GMT  
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I love the Standard HUD go home Advantage'ers!

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Subject: Re: In-game building health meter  
Posted by [dr3w2](#) on Fri, 27 Mar 2009 01:11:04 GMT  
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TBH ive been tempted to make a poll and get input on the community to release these:

---

<http://www.n00bstories.com/image.fetch.php?id=1398120863>

<http://www.n00bstories.com/image.fetch.php?id=1144323140>

Except theres a lot of reasons not too

- "Advantage"
- could be made into a radarhack
- keypress class could be used for cheats

---

Subject: Re: In-game building health meter  
Posted by [BlueThen](#) on Fri, 27 Mar 2009 01:52:38 GMT  
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andr3w282 wrote on Thu, 26 March 2009 20:11TBH ive been tempted to make a poll and get input on the community to release these:

<http://www.n00bstories.com/image.fetch.php?id=1398120863>

<http://www.n00bstories.com/image.fetch.php?id=1144323140>

Except theres a lot of reasons not too

- "Advantage"
- could be made into a radarhack
- keypress class could be used for cheats

It's pretty nice, and I'm sure the source would benefit many developers... but, it's just not worth the trouble.

---

Subject: Re: In-game building health meter  
Posted by [ErroR](#) on Fri, 27 Mar 2009 13:30:59 GMT  
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BlueThen wrote on Fri, 27 March 2009 03:52andr3w282 wrote on Thu, 26 March 2009 20:11TBH ive been tempted to make a poll and get input on the community to release these:

<http://www.n00bstories.com/image.fetch.php?id=1398120863>

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Except theres a lot of reasons not too

- "Advantage"
- could be made into a radarhack
- keypress class could be used for cheats

It's pretty nice, and I'm sure the source would benefit many developers... but, it's just not worth the trouble.

yeah it's sad

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Subject: Re: In-game building health meter  
Posted by [Scrin](#) on Mon, 13 Apr 2009 07:44:51 GMT  
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andr3w282 wrote on Thu, 26 March 2009 19:11TBH ive been tempted to make a poll and get input on the community to release these:

<http://www.n00bstories.com/image.fetch.php?id=1398120863>

<http://www.n00bstories.com/image.fetch.php?id=1144323140>

Except theres a lot of reasons not too

- "Advantage"
- could be made into a radarhack
- keypress class could be used for cheats

ahhh damn you, i want that feature on my hud!

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