
Subject: building bar derail - again
Posted by [sadukar09](#) on Sun, 04 Apr 2010 22:01:45 GMT
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What's the point of health bar on the HUD? You can just press a button and get the same thing.

Subject: Re: RGCT2 - signup
Posted by [SSADMVR](#) on Tue, 06 Apr 2010 07:43:47 GMT
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Who fucking cares? Building bars and clearscope doesn't win you games. It's a tiny advantage really...

Subject: Re: RGCT2 - signup
Posted by [Wiener](#) on Tue, 06 Apr 2010 10:39:31 GMT
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clearscope is indeed... building bars absolutely not.

Subject: Re: RGCT2 - signup
Posted by [SSADMVR](#) on Tue, 06 Apr 2010 11:48:41 GMT
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How are building bars that much of an advantage? You can also just press k...

Subject: Re: RGCT2 - signup
Posted by [danpaul88](#) on Tue, 06 Apr 2010 11:57:35 GMT
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SSADMVR wrote on Tue, 06 April 2010 12:48How are building bars that much of an advantage?
You can also just press k...

This is not the topic to discuss this really... but anyway;

Building bars are on the screen all the time, you INSTANTLY see if a building gets damaged, even if you are busy fighting someone.

Pressing K is not something you do every 0.1 seconds and you can't easily do it if your busy fighting against someone, hence your must LESS likely to see that a building is taking damage within 1 second of the enemy setting foot in that building. Therefore, it IS a huge advantage.

And now a moderator will probably move the previous 4 posts (this one included) into a separate thread since this is heading off topic.

Subject: Re: RGCT2 - signup
Posted by [Herr Surth](#) on Tue, 06 Apr 2010 12:01:32 GMT
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danpaul88 wrote on Tue, 06 April 2010 06:57SSADMVR wrote on Tue, 06 April 2010 12:48How are building bars that much of an advantage? You can also just press k...

This is not the topic to discuss this really... but anyway;

Building bars are on the screen all the time, you INSTANTLY see if a building gets damaged, even if you are busy fighting someone.

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you can easily press k once or twice a second even during a fight for a split second. Its not much of an advantage

Subject: Re: RGCT2 - signup
Posted by [SSADMVR](#) on Tue, 06 Apr 2010 14:04:20 GMT
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Exactly, if you lose a fight due to pressing "k" a few times you obviously suck at this game lol.

Subject: Re: building bar derail - again
Posted by [Goztow](#) on Tue, 06 Apr 2010 15:29:40 GMT
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You forgot Danpaul: the only reason people use it is because it looks so good! It's a real example of graphical plus value to have those things standing in your screen! It's absolutely not because it gives them an advantage! Topic split, as was to be expected.

Subject: Re: building bar derail - again
Posted by [R315r4z0r](#) on Tue, 06 Apr 2010 17:05:58 GMT
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The 'advantage' of building bars is barely an advantage at all. It doesn't help you win and it doesn't make the game easier for you.

It's also debatable that the health dropping is noticeable instantly.

The fact is, regardless of how sure anyone is, there is no possible way (i.e. it's impossible) to tell whether or not it is an advantage or not. This is because everyone plays and perceives information differently.

For me, I would not consider using it as an advantage. This is because I barely notice when my own health is flashing red because I'm about to die let alone a building's health bar that is 5x smaller than my own health bar. I'm also willing to bet that even if I did use building bars I would still use K because it is a hard habit to break. In Renegade X, the 'K' menu updates in real time so you don't have to constantly tap the button to refresh it. However I always find myself tapping away at it regardless.

To me, noticing when a building's health bar drops on my HUD would be like driving a car and noticing when the minutes change on the digital clock on the radio. It's not very attention grabbing and it's not a very pressing issue.

However, I don't know how other people use their HUD, so I cannot say for certain that it would not be an advantage for other people.

However, if you want my overall opinion on the matter, then I believe that building bars just aren't an important enough issue to change the game in favor of anyone else. If you think otherwise, then you're just being ignorant. It just isn't a very big deal and therefore doesn't have an effect on the gameplay.

People think that they will totally tarnish and ruin the game's integrity, but they are ill-informed and jumping to conclusions. It's like taking a single grain of sand and tossing it onto a white piece of paper and therefore declaring the paper dirty.

People who are heart set on it being an advantage need to perform an experiment. Play a game of Renegade normally, record your score and whatnot. Then install some building bars and play in similar conditions. Compare your results and see if you really did drastically improve your game. Chances are, you did no better or no worse (within a set margin of human error, of course). I would also be willing to bet that you barely used the information provided by the building bars on your HUD either.

Subject: Re: building bar derail - again
Posted by [Reaver11](#) on Tue, 06 Apr 2010 17:23:33 GMT
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One thing, you are saying you use buildingbars. (asin installed)

Yet you do not use it? (It is in your game but you dont look at it?)
I fail to see logic in that.

Changing the skin of a mammoth tank to pure white wont change any score and wont change a thing ingame yet by most its seen as an advantage. I personally apply this logic likewise to the buildingbars.

(FYI I dont use skins like this or buildingbars,clearscope etc)

Using your logic I can apply this to any 'veh'skin (inf is a different story). HENCH I can even apply this to clearscope.

So if I'm right according to you -> Buildingbars, vehicleskins, Clearscope and what not arent advantages?

In my eyes buildingbars is an advantage yet the player can choose to use it yes or no.
Every one can download buildingbars so it's not a 'locked' advantage skin.
So yes it is an advantage.
Do I care that it is? NO

Subject: Re: building bar derail - again
Posted by [R315r4z0r](#) on Tue, 06 Apr 2010 18:22:48 GMT
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No, I don't have it installed and I never had had it installed. And no, you're wrong. Not only did you misapplied my "logic," but your own logic doesn't make any sense.

Your application of the word advantage is incorrect. Something can't be an advantage if nothing is gained to aid the user. So people might say a pure white mammoth tank skin is an advantage but it does not make them right. If nothing is gained, then it is merely a change in design. Nothing more, nothing less.

To have an advantage is to cheat. And to cheat, you use resources and information and whatnot that is not available to other players. Since everyone has the information about building health available to them already by default, it is not a question of having more information than anyone else in the game.

You CAN'T say it is an advantage. But you CAN'T say it isn't either. Everyone reads their HUD and perceives the information differently. I don't care what you or anyone else says. There is absolutely no grounds to say that it is an advantage and there is absolutely no grounds to say that it isn't.

The building bars aren't about making the game easier to play. Nor are they there to 'make the HUD look cool' (although some might protest to that). They are there to let you do something

that's already possible in the game another way. That is why it is not an argument about whether or not it is an advantage, it's an argument of whether or not it can or can't effect the game's flow, regardless of in who's favor.

Edit: Bolded for emphasis.

Subject: Re: building bar derail - again
Posted by [dr3w2](#) on Tue, 06 Apr 2010 22:06:21 GMT
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WHAT ABOUT OVERLAY MAP LOLOLOL

Fuel on fire.

Subject: Re: building bar derail - again
Posted by [zeratul](#) on Tue, 06 Apr 2010 22:09:05 GMT
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am i the only one who finds these discussions pointless?
IT IS AN ADVANTAGE... WHICH IS A CHEAT
Edit: spelling

Subject: Re: building bar derail - again
Posted by [nikki6ixx](#) on Tue, 06 Apr 2010 22:14:13 GMT
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andr3w282 wrote on Tue, 06 April 2010 16:06WHAT ABOUT OVERLAY MAP LOLOLOL

Fuel on fire.

stfu nobody wants race tracks on their screen

Subject: Re: building bar derail - again
Posted by [dr3w2](#) on Tue, 06 Apr 2010 22:17:39 GMT
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nikki6ixx wrote on Tue, 06 April 2010 17:14andr3w282 wrote on Tue, 06 April 2010 16:06WHAT ABOUT OVERLAY MAP LOLOLOL

Fuel on fire.

stfu nobody wants race tracks on their screen

Boss

Subject: Re: building bar derail - again
Posted by [nikki6ixx](#) on Tue, 06 Apr 2010 22:18:37 GMT
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andr3w282 wrote on Tue, 06 April 2010 16:17nikki6ixx wrote on Tue, 06 April 2010 17:14andr3w282 wrote on Tue, 06 April 2010 16:06WHAT ABOUT OVERLAY MAP LOLOLOL

Fuel on fire.

stfu nobody wants race tracks on their screen
Boss

B-|

Subject: Re: building bar derail - again
Posted by [Sean](#) on Wed, 07 Apr 2010 13:39:27 GMT
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andr3w282 wrote on Tue, 06 April 2010 17:06WHAT ABOUT OVERLAY MAP LOLOLOL

Fuel on fire.

Easily locate people, good for looking for cheaters/afks. (mods point of view)

Subject: Re: building bar derail - again
Posted by [Goztow](#) on Wed, 07 Apr 2010 13:48:27 GMT
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Catching cheaters by cheating doesn't make it right.

Subject: Re: building bar derail - again
Posted by [zeratul](#) on Wed, 07 Apr 2010 22:48:55 GMT
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Goztow wrote on Wed, 07 April 2010 07:48Catching cheaters by cheating doesn't make it right.
hypocrisy is never right

Subject: Re: building bar derail - again

Posted by [Sean](#) on Wed, 07 Apr 2010 22:54:08 GMT

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Goztow wrote on Wed, 07 April 2010 08:48 Catching cheaters by cheating doesn't make it right.

Come now Gozy. If you have the ability to see your exact team's location. You wouldn't use that advantage? It's not like I use it ingame, hell its too annoying to have on while im pwning. Only use it to find where people are on my team, as I said good for finding afkz/cheaters.

Subject: Re: building bar derail - again

Posted by [CarrierII](#) on Wed, 07 Apr 2010 23:10:46 GMT

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AFK are dead easy to find.

If you go AFK on the field, you wind up dead 99.999999% of the time. This leads to:

If you go AFK in base, you probably do so inside a building, thus:

Search all building interiors for people not moving, PM them (depending on server policy) and then Qkick if they don't respond.

And I achieved this using... my brain, and a keyboard.

Subject: Re: building bar derail - again

Posted by [R315r4z0r](#) on Thu, 08 Apr 2010 00:45:26 GMT

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CarrierII wrote on Wed, 07 April 2010 19:10 AFK are dead easy to find.

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And I achieved this using... my brain, and a keyboard.

You know, it took me I think more than a year to learn how to use the PM system? I always used to reply in a public chat :V

Subject: Re: building bar derail - again

Posted by [Goztow](#) on Thu, 08 Apr 2010 07:17:19 GMT

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Hint: AFK'ers don't get points.

Subject: Re: building bar derail - again
Posted by [Boofst0rm](#) on Thu, 08 Apr 2010 07:33:47 GMT
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Goztow wrote on Thu, 08 April 2010 17:17Hint: AFK'ers don't get points.

afk repairing?

Subject: Re: building bar derail - again
Posted by [CarrierII](#) on Thu, 08 Apr 2010 08:44:15 GMT
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R315r4z0r wrote on Thu, 08 April 2010 01:45CarrierII wrote on Wed, 07 April 2010 19:10AFK are dead easy to find.

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You know, it took me I think more than a year to learn how to use the PM system? I always used to reply in a public chat :V

Any response is fine, they can even move, that's enough to indicate that they're at the keyboard (or their cat is)

Subject: Re: building bar derail - again
Posted by [Sean](#) on Thu, 08 Apr 2010 10:12:02 GMT
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CarrierII wrote on Wed, 07 April 2010 18:10AFK are dead easy to find.

If you go AFK on the field, you wind up dead 99.999999% of the time. This leads to:

If you go AFK in base, you probably do so inside a building, thus:

Search all building interiors for people not moving, PM them (depending on server policy) and then Qkick if they don't respond.

And I achieved this using... my brain, and a keyboard.

Okay.

Let's say your in a sniper server for instance.

One of the server rules is 'no basing' , you've jus been killed and the other team are complaining that a guy is basing and spawnkilling them. You run up there to see if there telling the truth, but the guy runs back to the tunnels and is like hi. Now, if I use map overlay, I can see his/her exact position and cmd kill them and warn them.

Jus an example of its many uses.

Subject: Re: building bar derail - again
Posted by [HaTe](#) on Thu, 08 Apr 2010 18:43:50 GMT
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or use !tele player

Subject: Re: building bar derail - again
Posted by [DL60](#) on Thu, 08 Apr 2010 19:18:08 GMT
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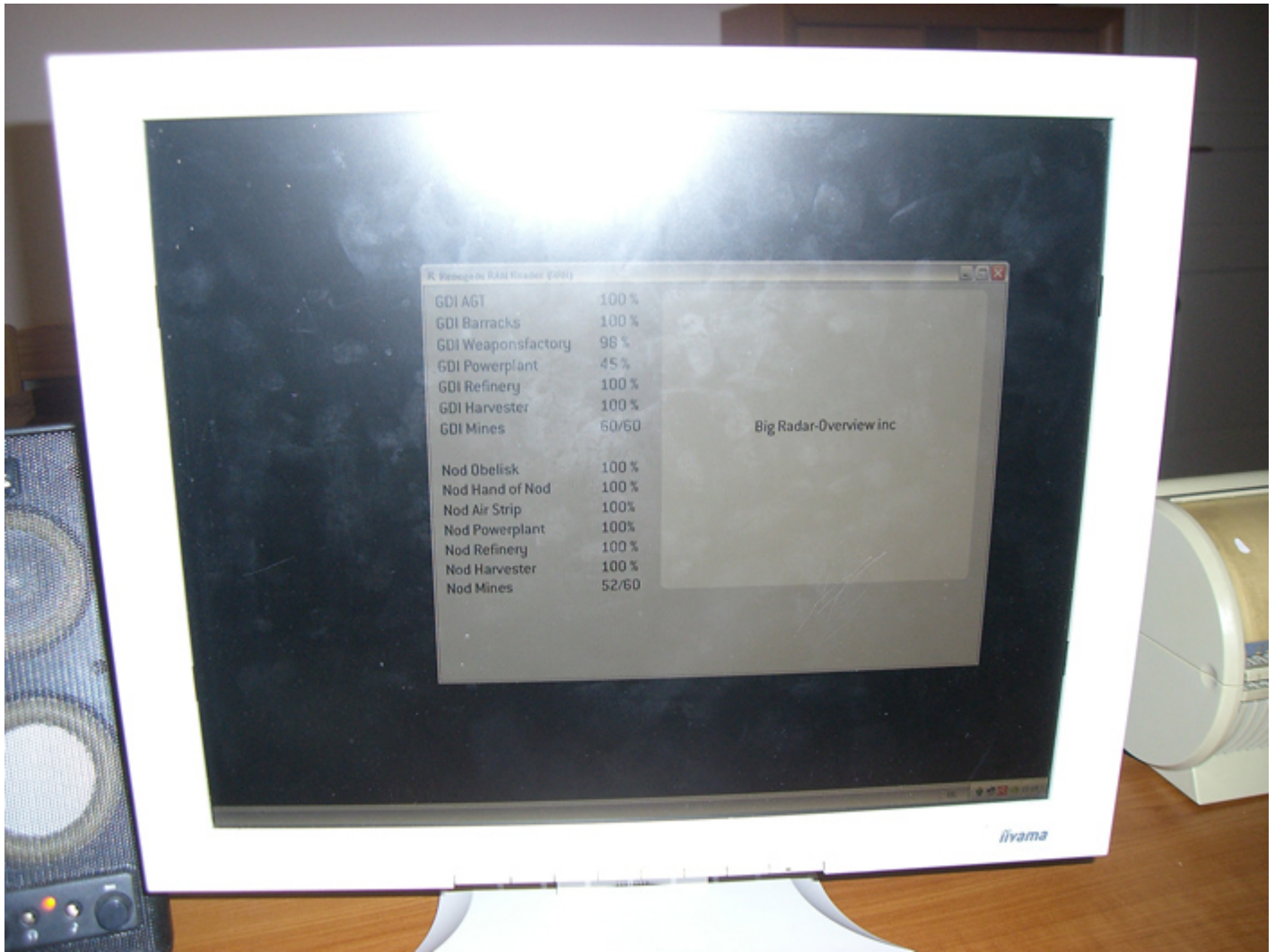
Gogogogo @ all procoders because they don't want that info being displayed via custom HUDs - so we need our very special Renegade RAM Reader (RRR) finally done...

File Attachments

1) [01.jpg](#), downloaded 655 times



2) [02.jpg](#), downloaded 652 times



Subject: Re: building bar derail - again
Posted by [Herr Surth](#) on Thu, 08 Apr 2010 19:20:47 GMT
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hey Dlink

Subject: Re: building bar derail - again
Posted by [dr3w2](#) on Thu, 08 Apr 2010 20:05:04 GMT
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DeathLink6.0 wrote on Thu, 08 April 2010 14:18Gogogogo @ all procoders because they don't want that info being displayed via custom HUDs - so we need our very special Renegade RAM Reader (RRR) finally done...
lol that sounds like such a good idea and can so totally be done.

Subject: Re: building bar derail - again
Posted by [danpaul88](#) on Fri, 09 Apr 2010 06:24:12 GMT
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better solution would be to isolate shaders.dll so it can't gain access to building health information in the first place, since that sort of information is NOT something that dll file needs anyway.

Subject: Re: building bar derail - again
Posted by [slosha](#) on Fri, 09 Apr 2010 06:46:46 GMT
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DeathLink6.0 wrote on Thu, 08 April 2010 14:18Gogogogo @ all procoders because they don't want that info being displayed via custom HUDs - so we need our very special Renegade RAM Reader (RRR) finally done...
Lol, what will they think of next.

Subject: Re: building bar derail - again
Posted by [Sean](#) on Sat, 10 Apr 2010 16:48:50 GMT
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HaTe wrote on Thu, 08 April 2010 13:43or use !tele player

Barely no servers even have this any more..

Last one that I can recall is KicsiSajt's tele-sniper ..

Subject: Re: building bar derail - again
Posted by [HaTe](#) on Sat, 10 Apr 2010 18:18:16 GMT
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Lol. Several servers have it....including Atomix.

Subject: Re: building bar derail - again
Posted by [Sir Kane](#) on Sat, 10 Apr 2010 22:22:40 GMT
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So much nerdrage!

Subject: Re: building bar derail - again
Posted by [F1r3st0rm](#) on Sat, 10 Apr 2010 22:41:41 GMT

For example, a Star Wars nerd is someone who obsesses over Star Wars.

Subject: Re: building bar derail - again
Posted by [snpr1101](#) on Sun, 11 Apr 2010 02:57:41 GMT
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HaTe wrote on Sat, 10 April 2010 19:37Sir Kane wrote on Sat, 10 April 2010 17:22So much nerdrage!
1596 posts
C&C: Renegade -- Dying since 2003!™
"SIR Kane"

"Proud N9500 and proud N6270 user. Creator of the IEE libraries (original bhs.dll) and the RB series software."

I rest my case.

Has no relevance to what he said but I chuckled anyway.

Subject: Re: building bar derail - again
Posted by [Jerad2142](#) on Sat, 08 May 2010 17:23:07 GMT
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snpr1101 wrote on Sat, 10 April 2010 20:57HaTe wrote on Sat, 10 April 2010 19:37Sir Kane wrote on Sat, 10 April 2010 17:22So much nerdrage!
1596 posts
C&C: Renegade -- Dying since 2003!™
"SIR Kane"

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There is a difference between nerds and geeks, look it up.

Subject: Re: building bar derail - again
Posted by [snpr1101](#) on Sat, 08 May 2010 23:04:23 GMT
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Has no relevance to what I said either.

Nice bump btw.
