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Subject: Huds

Posted by [c0vert7](#) on Tue, 28 Feb 2012 23:48:56 GMT

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Does anyone have a hud available to the public that has building damages in open and visual radar?

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Subject: Re: Huds

Posted by [Omar007](#) on Wed, 29 Feb 2012 01:06:31 GMT

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Usage of HUDs with building healthbars are not allowed.

Radar HUDs no longer work with 4.0 afaik but tbh I never used anything other then the default and the D6 HUD for like a month so I haven't experienced it not working myself.

EDIT;

D6 HUD I mentioned is here:

<http://www.renegadeforums.com/index.php?t=msg&goto=459522&rid=0>

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Subject: Re: Huds

Posted by [c0vert7](#) on Thu, 01 Mar 2012 00:20:40 GMT

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Awww well that sucks, I just mainly wanted it so I can see wat buildings are being damaged...

Just curious why its not allowed, I think its really handy in teamplay.

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Subject: Re: Huds

Posted by [liquidv2](#) on Thu, 01 Mar 2012 03:11:25 GMT

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cuz not everyone has it and that makes it unfair

i don't think it would be the end of the world if everyone had building bar HUDs, though

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Subject: Re: Huds

Posted by [c0vert7](#) on Thu, 01 Mar 2012 12:26:03 GMT

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But everyone can get it. Not everyone has 4.0 which makes certain instances unfair to 4.0 users...

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Subject: Re: Huds

Posted by [liquidv2](#) on Thu, 01 Mar 2012 15:42:30 GMT

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in some aspects yes, 3.4.4 has a direct advantage over 4.0

just because everyone can use building bars doesn't make it fair because, truly, not everyone knows how to find or add a skin to their game and likely never will so you have that advantage over all of those players as well as the players that choose to play without advantage HUDs with building bars

^ that's how RenForums views building bars and always has, that's not my personal opinion

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Subject: Re: Huds

Posted by [c0vert7](#) on Sat, 03 Mar 2012 02:02:21 GMT

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Well if they dont know how or about they wont care if I have it

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