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.