Subject: Re: RSF Raptor Posted by CarrierII on Tue, 25 May 2010 22:20:13 GMT View Forum Message <> Reply to Message

It's not that the information wasn't previously available (although precise beacon and C4 timing isn't) but more that the game is designed (We assume) to make checking the building / team status force you to stand still, preventing you from doing it in the middle of a fight, or out of cover. This means that you need to plan more.

TL;DR - HUDs display that info real-time, which is a big advantage compared to the normal non-real-time-updating, make you stand still display.

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