
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.
