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Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [Craziac](#) on Fri, 02 Jan 2009 22:33:42 GMT

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andr3w282 wrote on Fri, 02 January 2009 14:24I played last night in n00bstories for a good hour or soo, and a good 40 players at that

- I never looked at the mine count
- I never looked at the remote c4 count
- I never looked at the timed c4 count

-I glanced at the building health bar when i heard "X Building is Under attack " and saw that there was no health changes

-I glanced at the minimap once when i was driving backwards and fighting a tank just to guarrantee I wouldnt hit one of the rocks on the map and yet i had an easier time doing it from memory rather then the image.

You know what actually helped me the most? The flashing health in the middle of my screen informed me when i got hit fighting a sniper, or when i was starting to get owned in a tank fight.

I'm the same way. I play it better from the actual experience of having played the game for a few years than from using a "cheat" (rather, what would be called an advantage) that I've recently obtained. Even when my Building Health Bars enabled, I still hit K, then think, "Oh, what the hell am I doing?"

I'm actually a fan of the original HUD, it's quite nice when skinned up a bit. However, I really love the ability to move parts of it around and make it look a little fancier or more modern than the original. Personal preference, I guess.

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