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Subject: Re: Hud with building bars

Posted by [R315r4z0r](#) on Tue, 27 Jan 2009 19:03:16 GMT

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I fail to see how knowing what the health of your structures are will make it easier to defend.

If you are away from your base, and hear "Structure under attack" you aren't going to magically get there faster if you have the HUD to tell you the structures health.

The only difference is HOW you obtain the information, and that has absolutely no consequences, repercussions, or negative effects on gameplay at all!

Seriously, what difference in results will occur if I press K to check the status of my power plant 1 second after I heard a damage warning and if I press K to check the status 5 seconds after? NOTHING! There is no difference at all! You can only run at a given speed meaning it does not matter how you obtain the information nor how long it takes you to obtain it, it will have the same end result EITHER WAY. Therefore it is completely absurd to think it will effect the gameplay at all if you have the building bars on your screen.

On a side note, that separate HUD toggle that Saberhawk mentioned sounds cool.

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