
Subject: Re: Hud with building bars

Posted by [R315r4z0r](#) on Wed, 28 Jan 2009 02:02:55 GMT

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Starbuzz wrote on Tue, 27 January 2009 18:26

Do you always look at the health bar? Only briefly at the moment of being attacked. Wrong. I look at it when I consciously want to. You look at it the LEAST when you are being attacked.

Starbuzz wrote on Tue, 27 January 2009 18:26 Do you always stare at the ammo counter? Only when shooting.

No. I only look at it when I consciously want to. There is no time were I ever need to.

Starbuzz wrote on Tue, 27 January 2009 18:26 You notice the decreasing green bars and armor. You notice the decreasing numbers.

No again. I can back this up with something I posted before. I said the fact that I find it hard to notice when my health and armor is going down with this HUD is one of the reasons why I keep it, so I'm at a disadvantage from other people.

Starbuzz wrote on Tue, 27 January 2009 18:26 Likewise, your eye WILL notice any minute changes on any visual data on your HUD and on your screen. It can be a bar of health or percents. You will notice it.

And so, using the excuse of "it is small, non-vital, tiny" really doesn't help.

Don't go spouting things like you study the subject for a living. First of all, you aren't talking about the subconscious or instinct, you are talking about peripheral vision, which is the the blurred vision you use to see things that are not being focused on by your eyes. (For example, looking forward you use peripheral vision to see the person standing next to you)

It's blurred but makes you aware to anything large enough that changes, however to understand what is changing, it requires you to fix your focus on whatever is changing.

You would not be able to consciously (<--- the only thing that matters, who cares about the subconscious because you need to act quickly, not think it through subconsciously) see any changes on your HUD outside your mental focus.

If you are spending ammo, your mental focus is on what you are firing at and the reserve supply counter, thus making it easier for you to quickly switch between your target and that counter without screwing up.

If you are taking damage, your mental focus is on where the damage is coming from and the health popup in the center of the screen. NOT the large health bar in the corner. Without that popup, you wouldn't realize how fast your health drops when you are taking fire until it was too late. (<--- I say this from experience)

If you are walking around doing something else, you will not notice 1 of the small, out of the way, crunched up health bars on the side of the screen go down until it takes such a reasonable amount of damage that it is obviously out of sync with the other health bars. The bottom line is it would take you a while to realize a structure is under attack just by using peripheral vision to see

the building health bars simply because the bar is so small that you wouldn't notice any single attacks as the ratio between the actual health and the bar wouldn't have a big, noticeable change. (It's so small that it would take you a few attacks to notice the bar is going down, especially with just peripheral vision)

Starbuzz wrote on Tue, 27 January 2009 18:26As far as "information, regardless if you should know it or not," goes, you wouldn't even need to stop to check "K" to know which building to repair. With building bars, you go straight for that building. You are gaining time.
No you aren't gaining time. You might think you are, but you aren't. Stop and think, how is OUTSIDE information in your MIND going to make you get to your destination faster? You might know what structure is under attack, but you still have to work your way back to base, abiding by the geography and obstacles in the way. By the time you are within the range of the base, you should be able to visually see the attack, if it hasn't been dispelled already.

Bases are in condensed areas with few entrances. Upon entering a base area, how are you not going to see the building that is under attack? You don't need any status bar to tell you that the structure with the 3 stanks and bullet spray all over it is in need of assistance.

All you need is the alert that your base (not structure) is under attack. (Which can be brought to your attention in many different ways such as; EVA announcement, teammate communication, visual acquisition.) With just that information, you can get back to base, see the structure under attack before you reach any other structure, and act accordingly. Who cares if you knew what structure was in need of repair already? You still have to get there!

And what about your teammates? The team chat? The radio commands?

If a structure starts to get under attack, you can expect someone to spam "Building Needs Repairs!" or "Defend the base!" or "Defend the Power Plant/Refinery!" Or at least say in chat "WF", "WF", "WF." or whatever structure is in need of aid.

The ONLY time that I would consider these building bars/mine counters a cheat is in a 1vs1 match. However it is a simple counter measure to ask a screen shot of the other person before the game. (Or simply come to your senses and realize how dumb 1v1 matches are... lol)

Starbuzz wrote on Tue, 27 January 2009 18:26And if you are in base? Then what happens? You can defend without a pause. Just 1 player with buildings bars and knowing well his radio commands can direct the total defense of his base.

I think you are exaggerating the use of the K button. You don't have to stop everything you are doing to read the K menu. You can continue to move, continue to fire, and continue to go on your way if you use the K menu. I use it all the time and I have yet to have a single "vulnerability" problem when I use it.