
Subject: Re: Hud with building bars

Posted by [Goztow](#) on Wed, 28 Jan 2009 08:09:34 GMT

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Just for the sake of argument:

* about vehicle skins

* about the eye not noticing changes when you don't actually look for them. Have you ever driven a car? I can assure you that the eye notices changing things even when you don't look at a specific direction... If not, noone would see traffic signs, pedestrians, ...

Quote:I just thought of a compromise!

Screw the health bars, just put the structures.

Is it still functioning? Y/N

Have the structure names lined up and in the color of their respective teams. Once one of the structures is destroyed, gray out the text indicating that it has been destroyed!

Or what about coordinating it with the EVA announcements? Lets say EVA says "GDI Weapons Factory under attack!" To coordinate it, have the structure name flash red for 3-5 seconds (while the announcement is still in the text box)

This is obviously a very acceptable compromise. But someone needs to make sure the code that's released can't be abused too easily.
