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Subject: Re: Hud with building bars  
Posted by [Starbuzz](#) on Wed, 28 Jan 2009 20:24:19 GMT  
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It wasn't a car; it was a mirror attached to the head while the person is walking.

Starbuzz wrote on Sun, 25 January 2009 21:11: It's like having a rear view mirror attached in front of your head so you know what's behind you without needing to turn around! You may have to take your eyes off the road to look at the mirror but only for an instant and I think you will agree it is far more advantageous than actually turning around.

Yes, I see the confusion. Perhaps I should have stated it more clearly.

R315r4z0r wrote on Wed, 28 January 2009 11:16: About the HUD. Unlike your example when driving a car, the HUD isn't part of the general environment. The speedometer, RPM, fuel, ect in the console would be things like the popups for Ammo and health as well as the radar and score, the things that are easily noticed. However, the things we are talking about in this HUD (building bars & mine counter) are different than those and are different than things that change in the environment.

Fully disagree with this. Your entire argument in this thread is weak because you assume the HUD you have in mind is the only HUD that exists or that will ever exist. Not only do I believe that the information will be used no matter how small they are presented (refer to Caveman's post), I also believe it won't stop there.

What makes you think people won't come up with different types of these HUD's? Let me tell you such a graphically advanced HUD already exists.

I know the HUD you have in mind but I have seen one of those other HUD's from a while ago with Nod and GDI building blocks with building picture icons with the green health meter. They stand out VERY prominently on the left and right sides of your screen. The player (and his eyes) won't miss a beat of the info just as they won't with the HUD you have been founding your argument upon.

I will look for a SS of this HUD. I had seen it almost a year ago. If I can't find it, I will recreate the SS and post it here.

R315r4z0r wrote on Tue, 27 January 2009 20:07: 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!

Not only will this overcrowd your screen but it is quite unnecessary if there are no health bars present. If this compromise was implemented, tapping "K" would still remain the most reliable

method.

The only benefit I can think of to this is obviously showing the status of your buildings right on screen but if it crowds the screen, then it is quite a waste. Even if it does not take up space this maybe just a fancy addition and it should not be made mandatory (download only).

Maybe this can be done though it is still a waste of time:  
Toggle Spoiler

andr3w282 wrote on Wed, 28 January 2009 12:15

If other people REALLY want that functionality i can release the code, with the team colors and a "dead" color, however it would be extremely easy for someone to modify it and display healths of the buildings.

An unnecessary risk.

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