

Subject: Re: Night Vision Hud [4.0. Compatable]  
Posted by [saberhawk](#) on Fri, 04 Jan 2013 14:22:53 GMT  
[View Forum Message](#) <|> [Reply to Message](#)

I think it sucks, and here's why.

Furthermore, I think related concepts like health and armor should be displayed in the same area and not opposite sides of the screen; when checking one you generally care about the value of the other as well. Separating them places an unjustified cognitive load on the user.

## File Attachments

1) [Screenshot.88.png](#), downloaded 902 times

