
Subject: Re: first picture of the new sidebar
Posted by [Dante](#) on Tue, 11 Jul 2006 23:18:22 GMT
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Thats kinda... kewl i guess...

although there is a reason that games moved the controls and the radars to the bottom of the screens.

1. 90% of the action that is going on on the screen takes place in the middle section.
2. moving your eyes slightly downward to look at the bottom of the screen is much easier then moving them to the left, right, or top (try it out, its much easier) this is due to the fact that most of the time your head is slightly tilted forward anyway, and while looking at the middle of the screen, you are in fact looking slightly downward anyway.

In an FPS, sidebars really don't work, and will actually cause eye strain and people complaining that it is too hard to work with.

Its kewl, but i would look at doing a bottom screen version rather then a top screen one. Having the bar at all is RTS like.

also, just noticed, you need to push it all the way to the right, looks odd without proper art, and most likely the original art it releases with is what will be used.
