
Subject: Re: Changelist for scripts.dll 4.0

Posted by [BlueThen](#) on Tue, 22 Jul 2008 20:20:30 GMT

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Goztow wrote on Tue, 22 July 2008 14:58BlueThen wrote on Tue, 22 July 2008 21:30Goztow wrote on Tue, 24 June 2008 02:22The most obvious one coming to my mind: people *cough* scrin *cough* adding harvester and building health to their HUD. There's already been a whole discussion about that.

You got to be kidding me.

If you played a game even half competitively, then you know that you often need to make the choice between 'k'-button and shooting / looking.

If you tap the k button, you can see both the battlefield and the game information. Besides, it's barely a disadvantage.
