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Subject: Re: [Release] New HUD [Update2 read first Post]

Posted by [dr3w2](#) on Fri, 02 Jan 2009 20:24:06 GMT

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R315r4z0r wrote on Fri, 02 January 2009 14:18 I highly doubt it can be abused. There is no effective way of using that stat against the enemy team for it to be considered unfair or a cheat. Unless of course you are planning on sitting there doing nothing just watching that counter for any sudden decreases, in which case you trade off being helpful on your team to being dead weight who is just watching a mine counter to see if mines go down. (Which you can do just as easily if you just watch for an explosion in your base)

Put it this way.

I played last night in n00bstories for a good hour or so, and a good 40 players at that

- I never looked at the mine count
- I never looked at the remote c4 count
- I never looked at the timed c4 count

-I glanced at the building health bar when i heard "X Building is Under attack " and saw that there was no health changes

-I glanced at the minimap once when i was driving backwards and fighting a tank just to guarrantee I wouldnt hit one of the rocks on the map and yet i had an easier time doing it from memory rather then the image.

You know what actually helped me the most? The flashing health in the middle of my screen informed me when i got hit fighting a sniper, or when i was starting to get owned in a tank fight.

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