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Subject: Re: Advantage huds

Posted by [R315r4z0r](#) on Thu, 08 Jan 2009 01:36:54 GMT

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Nukelt15 wrote on Wed, 07 January 2009 14:47I am still confused as to why you feel this is somehow not an inconvenience.

It would be an inconvenience if it didn't benefit you in other ways.

When you pull up the menu to check on the health of your buildings, your character stops in the game. That means you can't move again until you let go of the button. However, the screen you are viewing doesn't refresh on its own, therefore by you holding down the key to view the structures, you aren't doing anything to help you gain any knowledge. You have to repeatedly press it to constantly see it refresh. And since you are flickering the menu on and off, you are therefore still able to move your character.

That's why it isn't an inconvenience.

Now, moving on, you wouldn't be a smart person to look away from your target, even for a split second, in the heat of battle. Even if it is to scan a statistic on your HUD. It can get you killed. Don't believe me? Then how do you explain the people in that HUD's thread basically pleading for the mini-health updater in the center of the screen be added to the HUD? Because originally, that pop-up display showing your health in the center of the screen wasn't apart of the HUD. Many people complained that they didn't realize how much they relied on that little popup and it lead to a lot of people getting killed because they didn't realize what their health was. So if people can't be bothered to notice something as important as the large bar of health reaching 0 and blinking read at the bottom of the screen, then how do you expect them to be able to read a tiny counter or display giving something that isn't very important to your survival?

Compare the size and position of the health bar to the size and position of the mine counter (or building health bars). How do you expect people, that aren't able to see a large flashing health bar, to be able to see something 3x smaller and much more out of the way when they are pre-occupied fighting other people or something simple, like walking to a location.

The answer to that is: they can't. It simply isn't possible, nor is it even desirable.

So, from that, we can determine that people wont be using these counters in their HUD when they are preoccupied with something else in the game. Therefore we can say, people will only use these displays/counters when they are in cover or in a safe place.

However, I've been able to successfully check my base structures by flickering the status screen while in heated battle. Something I can't do by simply glaring at the corner of my HUD.

So if this 'unfair advantage' can only be effectively used in cover or safe locations, then what exactly is it gaining an unfair advantage over?

Like I said before, if you are so sure that it is a cheat or an unfair advantage, then download it yourself and try to use it as an advantage. You will find that it is quite impossibly hard to do.

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