I'm still laughing myself silly at R315r4z0r's explanation of why repeatedly pressing buttons isn't an inconvenience. You need a finger to press it with, unless you use your toes or your dick, and that finger has to come from somewhere. Let's see... The right hand is on the mouse, and the left hand is covering W, A, D, Shift/Ctrl, and the Spacebar.

Which finger would the guru suggest we relocate so as to not uncover one of the controls vital for movement, shooting, etc?

Hot tip: you can keep evading if your eyes are diverted. Hell, if your peripheral vision is good enough you can even keep fighting. What you can't do is any of the above when your movement keys aren't being pressed or your mouse isn't moving. The best solution is to bind the status screens to keys located closer to the movement controls, like F, R, C, etc, but even then your movement is restricted in one direction while you use your magic index finger to press that other button. That interruption is not necessary if the information you press those extra keys to acquire is already on your HUD, hence the advantage.

I am utterly baffled by the argument that a HUD display is more convenient, yet the default controls are somehow not less convenient. I can't be the only one who sees a total logic disconnect here.