
Subject: Re: Hud with building bars

Posted by [R315r4z0r](#) on Mon, 26 Jan 2009 02:07:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

O_O Where have you been?

Anyway. I know when to reload because I fired a shot. Why would my ammo be at 15 and I not know about it? I'd know with my eyes closed that I should reload...

However, basing of the idea that your metaphor worked in this argument, the difference is that the ammo counter for your weapon pops up in the center of the screen where your eyes should be by default.

You might not think so, but you heavily rely on that popup in the middle of the screen to tell you your health and ammo. (much less for ammo, but you still rely on it a lot) The original release of this HUD didn't have the popups in the middle of the screen that showed you when you lost health, were at low health, or when you were spending ammo. I died and ran out of ammo a lot without realizing it. Many other people did also. They complained, and that's why those popups are now in the new version of the HUD. So if you think I'm joking when I say you wont notice anything that goes on on the side edges and corners of your HUD, I'm not. You don't notice anything that happens on the edges of your HUD. Be it your health dropping or ammo dropping, or anything else. You don't notice it. So if you can't notice a large number that shows you how much something as important as your HEALTH is left, what makes you think something as irrelevant and tiny as the mine counter will be actively noticed? Or even remembered is there?

This mine counter is out of the way, small in size, and requires a conscious effort to see. Therefore if you are doing anything else that requires your attention, anything, you wont even remember you have the counter. But when you do realize you have the counter and consciously watch it like a hawk, then you put yourself at a disadvantage because you would be staring at a little counter waiting for it to drop where as you could be doing something constructive with your time.

The point is, if the counter is at 30 and it begins to drop 1 mine at a time, you wont even notice it.

Why wont you notice it? I said so above. But in case that isn't good enough, think about this: Because it takes time to disarm a mine. About 3-8 seconds depending on the repair gun you are using. If you glimpse down and see the number 28 in the mine counter, you would simply assume that your team has 28 mines out. It only takes you about a second to check that thing. You wont sit there waiting 3-8 seconds to see if it goes down.

But lets say you remember it being at 28 mines, then 10 min later, look down to see it has 15 mines. What does that mean? That someone blew up/disarmed some mines in the past 10 min? The best thing to do would just to say to your team "Someone mine the base!" Just like any other player would without the mine counter HUD.

You might be thinking what I'm saying is all circumstantial and isn't anything really solid to prove it's irrelevancy. Well think about this: If you are in a server, how often do you use the !c4 command or its respective key binding?

The amount of times you use that command is essentially the same amount that you will actually remember to look at your counter.

Also, not to mention, the !c4 command gives you the counts of both Remote and proximity C4, where as this counter only shows you proximity mines.
