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Subject: Re: Hud with building bars

Posted by [Genesis2001](#) on Mon, 26 Jan 2009 20:20:18 GMT

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TBH, I could care less about the mine counter(even though all I have to do is press the "END" key).

Also, this argument isn't worth 3 pages of topic to read and keep up with. It's mostly just the same thoughts going back and forth with a few examples added in and some very lengthy descriptions, too. Both sides have their opinions and they're more than welcome to be entitled to their opinion. As for me personally, I don't consider this a cheat. I've expressed two (if not three?) possible compromises to the building bars on the HUD and andr3w282 has already shown it's possible to do my suggestion. Both sides and consider they've won; I've seen both sides of the argument and both sides have valid points.

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