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Subject: Re: Hud with building bars

Posted by [Starbuzz](#) on Tue, 27 Jan 2009 23:26:37 GMT

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R315r4z0r wrote on Tue, 27 January 2009 16:55 So, are you implying that all other Renegade players are morons who don't know how to play, chat, and defend? Why should I have to tell them our base is under attack?

Doesn't matter who they are it is mere instinct to tap F3 and hastily sent a abbreviated warning given the limitations of playing in public servers.

R315r4z0r wrote on Tue, 27 January 2009 16:55 If someone can't subconsciously read the rather large and important health bar at the bottom of the screen, what makes you think someone can read something as tiny, miniscule, and non-vital as the health of a structure back at base? Let alone choosing the correct one in the cramped list of up to 12 different structures and health bars!

Highly flawed logic.

The eye rapidly notices, processes, and records visual change. Do you always look at the health bar? Only briefly at the moment of being attacked. Do you always stare at the ammo counter? Only when shooting. You notice the decreasing green bars and armor. You notice the decreasing numbers.

Likewise, your eye WILL notice any minute changes on any visual data on your HUD and on your screen. It can be a bar of health or percents. You will notice it.

And so, using the excuse of "it is small, non-vital, tiny" really doesn't help.

R315r4z0r wrote on Tue, 27 January 2009 16:55

I didn't refer to the building bars at all. I noted both times pressing the K button. I'll brake it down better, this is what I said:

You are in the field, away from your base, when all of a sudden you hear one of your buildings is under attack. Now, how will the end result differ under the following two actions:

1. You press K as soon as you hear the announcement to check the status of the structure then head out to defend it.
2. You start walking back to the base but after about 5-10 seconds you press K to check the status of the structure.

There will be no difference in the end result because:

1. Each time you start at the same position.
2. You take the same amount of time to get from point A (Field) to point B (Structure).

That's the way it is now. And your point in regards to the advantage HUD?

R315r4z0r wrote on Tue, 27 January 2009 16:55 3. You knowing any sort of bit of information, regardless if you should know it or not, will not help you get to your base faster and defend better.

As far as "information, regardless if you should know it or not," goes, you wouldn't even need to stop to check "K" to know which building to repair. With building bars, you go straight for that building. You are gaining time.

And if you are in base? Then what happens? You can defend without a pause. Just 1 player with buildings bars and knowing well his radio commands can direct the total defense of his base.

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