

Subject: Re: Night Vision Hud [4.0. Comptable]
Posted by [saberhawk](#) on Fri, 04 Jan 2013 14:22:53 GMT
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I think it sucks, and here's why.

Furthermore, I think related concepts like health and armor should be displayed in the same area and not opposite sides of the screen; when checking one you generally care about the value of the other as well. Separating them places an unjustified cognitive load on the user.

File Attachments

1) [Screenshot.88.png](#), downloaded 757 times

