Subject: Re: Night Vision Hud [4.0. Compatable]
Posted by saberhawk on Fri, 04 Jan 2013 14:22:53 GMT

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 940 times