**Medal Of Honor: Allied Assault - HUD**

(HUD image below)

**Compass** – The compass is your key navigation tool in the game. Not only does it point out the bog standard compass directions it also indicates the location to the enemy’s front line or the game objective (this depends on what game mode you’re playing at the time). The small arrow points in the direction and the 2 gold globes move closer to the arrow to show how close you are to the objective/enemy. It’s an easy system to use and very handy.

**Weapons Bar** – You’ll see 3 colours indicated on the weapons bar:

Light grey – Weapon is selectable and has ammunition available to it.  
Dark Grey – Weapon is not selectable or ammo has run out.  
Gold – Weapon is currently selected (i.e. in screenshot above shotgun is selected).

When a weapon is selected, the currently ammo level of the gun and ammunition available will be displayed in the bottom right. It’s a nice straightforward system, which allows you to concentrate fully on just using the weapon at hand.



**Team mate Indicator** – The icon above the head of your team mates, help you visually determine who’s a friend and who’s a foe. Very useful if friendly fire is turned on because the last thing you want to do is shoot your own team mates!

**Health Bar** – When this reaches zero your dead. Pure and simple, but you can pick up health from dead soldiers, which will help heal you slightly (usually gives you 50% health back).