



For SHIELDS:
 a FULL shield bar represents 100cm of shielding.
 a PARTIAL shield bar represents less than 100 cm of shielding

there could be various gradations of the PARTIAL shielding bar.

example:
 76-100,
 51-75,
 26-50,
 1-25

or

51-100,
 1-50



For ARMOR:
 a FULL armor bar represents 50cm of armor.

a PARTIAL armor bar represents less than 50 cm of armor.

there could be various gradations of the PARTIAL armor bar.

example:
 38-50,
 26-37,
 13-25,
 1-12

or

26-50,
 1-25

These gradation bars could change color as the bars change, to help emphasize the difference, or they could keep the same color.

For the INVULNERABLE stuff on multiplayer, it might be better to turn everything in this display WHITE and freeze it, instead of adding another bar at the top and bottom, but if you prefer the bar theory, how about surrounding the players ship completely with a different color shield bar?

