As luv said, I knew there'd be a shitstorm, but jesus christ guys, read his post; he said it could be disabled on the server side.

EDIT: On second thought, would it be possible to compromise? Maybe only change the icon from green, to yellow, and then to red to show the relative health of the building? That way, if someone's attacking a building and nobody's paying attention to it, they can't just simply watch the building bar trickle down; they won't notice until the building has already lost a large portion of its health. I don't know though, it's just a thought seeing as this seems to upset some people. And honestly, I have to agree... the whole building bars thing could change some tactics slightly. As for the mine count, well I have no idea what to do about that...