havoc9826 wrote on Thu, 18 January 2007 14:58Goztow wrote on Thu, 18 January 2007
15:25warranto wrote on Thu, 18 January 2007 21:05Does the information benefit the player that
has it to a point that gives them an easier time playing the game?I do believe that it can, just like
advantage skins/sounds, clearscope and radar hack can. You can benefit from all information you
get more as long as you use it correctly.
Renx wrote on Thu, 18 January 2007 12:47That doesn't mean information is a cheat... I have my
Renegade running full detail, that mean I can see SBH flicker when they jump and I can see them
kick up dirt when they run. Someone with low detail cannot see this, and therefore I have an
advantage over them. Am I cheating?

Those people may be unfortunate, but your advantage came shipped with the game straight from
EA. You may have a financial and technological advantage, but that doesn't make it your fault
that you have a better machine than they do, so you shouldn't be punished for it.

AmunRa wrote on Thu, 18 January 2007 12:31The information provided by this dll gives the user
no advantage over anyone else, atleast from what I can see. Its really not that different from
looking in irc, even a "public" channel. I see no way that this could be used to give a regular user
advantage over anyone else.
Let me present an example scenario:

I doubt regular users (if allowed to do so) will be constantly alt-tabbing between IRC and
Renegade (note that Windowed mode only allows someone to see the last few lines of IRC output
unless they move the window, which is analogous to alt-tabbing) to see if there are any SBH units
left after GDI destroys the HON. Seeing a SBH unit make a kill after the HON is destroyed will
allow GDI to know that there still is/are a/some stealth unit(s), whereas they may not have had
such knowledge otherwise (e.g. if a Nod player had just purchased the SBH in the Power Plant
when the HON died). Now, with this knowledge, GDI will actively try to prevent this/these unit(s)
from entering their base, and will be more conservative about base defense than they would have
if they had assumed there were probably no remaining SBH units.

I'm sure many other scenarios exist in which there could be an unfair advantage gained from this.
However, as I stated before, my greatest concern is the constant accusations that we'll get from
ignorant players who 1. don't understand that the weapons in the kill messages refer to those the
person is currently holding, rather than what they were killed with, and 2. have the naïveté to
believe that anyone who killed them and is not using RenGuard must be cheating, and/or that
noone who uses RenGuard could possibly be cheating (which is already an issue, but combine
this with #1 and it gets even worse). Unless you plan to have all C4 and beacon detonations (with
their corresponding owners) displayed ingame, I predict that if people who are too dumb to
understand what this is get their hands on it (through direct download or a future scripts.dll/core
patch release), the problems this may create would outweigh the benefits (at least until someone
invents an ingame !shun command).

Tack on the fact that if you knew there were no sbhs or not that you could also safely repair in the
field or not, whereas the average person doesn't know this.