Quote:You need to keep pressing the button to get an updated view of what is being damaged.

I am still confused as to why you feel this is somehow not an inconvenience. In order to do that, you still have to interrupt gameplay and remove a finger from another control. This is equal to being able to shift your eyes a few degrees?

If you really want splitting hairs, let's dig up statistics on the difference in reaction time between an eyeball and a finger. Any bets on which is gonna be faster?

If it were patched in somehow, or if servers provided some notification of whether or not it was allowed, that would make it fair. That would make it the same thing as the turret camera radio button; anyone not using it would be disadvantaged because they chose to be.

Oh, and nice job bringing up hardware. You're comparing something that cannot be tracked and regulated to something that can be. Given that identical systems and hardware setups are the exception rather than the rule in PC gaming, you're invoking an example which cannot possibly be quantified. Yes, better hardware gives its user an advantage. Yes, a player running on a $4000 rig and a $100-per-month connection is going to have an easier time than someone using a $200 clunker and free dial-up... but there's nothing that can be done about it, unless you have a magic utility that restricts in-game performance to that of the slowest setup on the field.

You can ban modified software, however. The idea is to minimize the advantages and disadvantages so that the contest is decided by player skill and not by outside factors. Any one-sided advantages which can realistically be eliminated should be eliminated.