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Subject: Re: Hud with building bars

Posted by [R315r4z0r](#) on Fri, 23 Jan 2009 03:02:42 GMT

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Goztow wrote on Thu, 22 January 2009 16:28: However, it's an advantage in teamwork only... Not true. Though that is an advantage I had not even thought that VoIP gave you, it's a minor one. The major one is that it cuts your chatting vulnerability out of the game. With VoIP you can give commands to your team mates or just chat it up while toe-to-toe with an enemy sniper rifle in your face, whereas if you don't have VoIP, you have to wait until it's safe to chat or else you will be standing still, vulnerable, while you type what you want to say. Not only that, but it also eliminates the problem with incomprehensible text riddled with spelling errors and typos. It's also much quicker to say what you want rather than stopping to type what you want. Those are big, game breaking advantages that lead you and your team on the road to an unfair victory.

And for that matter, what do you mean an advantage in teamwork only? This is a team based game. If you alone are running a cheat, your entire team gains the benefits because your score and K/D is added into the total team's score and K/D.

Goztow wrote on Thu, 22 January 2009 16:28...whereas the building health bars give an individual advantage. So there's the real difference: you get an advantage over the rest of the players, whereas TS gives your team an advantage over the other team.

However, we'll never agree on this. Because you said:

Quote: Using this HUD gives you absolutely no advantage at all.

because you claim that having a glance at the side of your screen is as much handicapping as pressing the 'k' button every 4 seconds. It's your right to think that, I simply cannot agree with that...

You misunderstand my point. I never said I thought that pressing K was a handicap nor did I ever say glancing over the screen was/wasn't easier/harder. All I said is that you gain no advantage.

Thus meaning: Pressing K in battle leaves you with no negative drawbacks unless you are stupid and hold the button down for 5 seconds with a mammoth tank 2 meters in front of you.

Glancing to check the side of the screen and pressing K to check the buildings might be of two different difficulties, but the end result is exactly the same and you gain no advantage either way.

What difference does it make pressing a button to check the buildings or looking at the side of the screen to check the buildings? The only difference is the way you do it, you still get the same information in the same amount of time with the same amount of risk. Therefore it provides no advantage one way or the other.

Goztow wrote on Thu, 22 January 2009 16:28: About ugliness: some people make their skins bright pink or green as advantage, which proves those couldn't care less for ugliness, really..

To be honest, this is all up to personal opinion. Some people might like the look of said skins.

Obviously, you don't. I don't either, but there are people out there that may, so you don't have the right to force an opinion on them. But in any case, you can't use that as a way to prove something entirely unrelated.

I like this HUD for one reason: It looks nice and has a nice constant design. That's the only reason

I keep it, despite it's flaws (like about how hard it is to realize how fast you reach near-death). Despite that obvious disadvantage, I keep the HUD for the single reason because I like the way it looks. Also, giving myself a disadvantage makes the game more fun for me.

u6795 wrote on Thu, 22 January 2009 20:15

You do realize that with Scripts 3 or beyond (I dunno the number specifically) you can do that ingame normally?

This is true, however in his video you can clearly see his reticle is still visible. With the HUD0/1 command, it removes everything from the screen, including scores, text, and your reticle.

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