Tunaman wrote on Thu, 27 May 2010 05:53Rocko wrote on Thu, 27 May 2010 03:12Tunaman wrote on Wed, 26 May 2010 20:40R315r4z0r wrote on Wed, 26 May 2010 19:42I said a HUD is not the same as a cheat. Whether you think an upgraded HUD is bad or not is up to you.

Quoted for awesome.

I'm not really contributing to this topic, sorry!

yeah, R315r4z0r said everyone has their own opinion, what a neat and surprisingly obvious idea that i never realized! by the way the ocean looks blue, how crazy is that?damn i am bad at reading comprehension, I swore that said said "is not up to you" when I read that
he's saying that we all have opinions, just that they don't matter and aren't deciding factors.

but it's just another dumb statement by R393158z0arz(add some more obnoxious e-spelling) who's trying his hardest to minimize the fact that the HUD upgrade is a cheat. it certainly pales in comparison when compared to something like an aimbot but it's still an unfair advantage over other players and it can easily be defined as a cheat, no matter how small of an advantage it is.

I think it's funny that silentkane mentions bright skins which are obviously advantages as well. I mean, just imagine any other game like CSS or call of duty 4. VAC blocks textures on those games because being able to notice a player from far away almost instantly, as opposed to having to actually look more carefully for them, is a big advantage.

huds and bright skins shouldn't be bannable, but they also shouldn't be allowed. they don't belong in the game but many people tend to overlook them for whatever reason. This is taking the game serious as shit but i don't think anyone can deny that upgraded huds and skins are an advantage over other players.

i'm not the only one who can see the advantage of having your proxy count instantly available on the hud, while also walking through the tunnels and noticing a little spongebob c4 sticking in the wall and a bright green sniper to the side of the screen.