Subject: Re: RSF Raptor
Posted by Goztow on Sun, 30 May 2010 21:00:01 GMT

I agree with you that the c4 counter is as much a cheat as the building bars. I also seem to remember having heavy debates where I was in the "against c4 counter" side, excuse me if I cannot find one f the topics right away.

The context is a bit different, though. CP2 and brenbot already introduced a very fast way to check c4 count every x seconds without getting any restrictions (opposed to building bar where 'k' gets you stuck). I also personally believe that checking c4 count kind of ways up against detonating mines from outside of the buildings which evades damage to your character. In my personal POV mines were ment to avoid people getting in buildings, not to be detonated from the outside. But this is a very personal opinion which I'm sure not everyone will agree with.

If I restricted the c4 counter, I'd need to restrict brenbot as well? Brenbot was here long before I arrived, though and I don't think anyone would agree on this. BB is new though, proof of concept was shown and the RF crew immediately took a clear stance against it.

I hope this clears it up a bit.