cAmpa wrote on Thu, 08 May 2008 05:30Goztow wrote on Thu, 08 May 2008 08:57cAmpa wrote on Wed, 07 May 2008 23:50Blaaaaaaa.

I like your arguments. They show that you're a really intelligent person.

Also, it was not said at topic start that this would be limited to your server. If so, I couldn't care less about it.

As for the comparison with radar hack: this one is actually better at some point. The player that attacks a building or the harv doesn't even need to be close to you for you to see if he's attacking it or not.

You will tell me that there's a sound warning you already. Or actually u won't, u'll just say "blaaaaaaaaa". Nevertheless, the sound will only be triggered once every x seconds. That's why you first shoot the barracks once when you're attacking the power plant.

You can hit k for a second but that's a second you loose while you're unable to moove. Also, how many persons actively use 'k' during the game?

I think the discussion between Wiener and deathlink6.0 shows clearly why there can be a disagreement. Campa's "arguments", however, only show that he's a fool.

You call "blaaaa" an argument?
Look at the first post in this topic and you will know why i use "blaaaaa".
k thx.
My opinion is, everyone can use it, should use it, because its recommended to use scripts.
And you need Scripts to use our HUD.

Im sure you never played on my Server, (its nothing for oldschoolers) its really recommended to use there Scripts or RR.
That's the reason why i used my time to make scripts more interesting.

And some posts ago i said already that i will make that feature only useable on my Server, cause of your critique.

And btw, i like you too. ^^

yo boss, dont release hud for his gamemaps and for public, keep it for yourself and Deathlink6.0