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Subject: Re: Hud

Posted by [Goztow](#) on Thu, 08 May 2008 18:38:22 GMT

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Surth wrote on Thu, 08 May 2008 14:32Goztow wrote on Thu, 08 May 2008 01:57

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 obviously never played against a cheating team with radarhack, or you'd know how ridiculous your post is.

Did you miss the "at some points"?

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