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Subject: Re: Advantage huds

Posted by [Nukelt15](#) on Wed, 07 Jan 2009 06:42:18 GMT

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So let me make sure I've got this straight- mods which "just" alter the game to make actions quicker and easier shouldn't be considered cheats?

That half-second isn't splitting hairs- it is a moment of vulnerability which is eliminated if you download an augmented HUD. Half a second can see a lull in the action punctuated by a surprise rocket to the face... a rocket which you could see coming and evade with the mod, but couldn't without it.

At what point, do you think, does a mod to make things more convenient begin to give one player an edge over another? How much of an edge does it have to give that player before it is considered unfair?

Quote:but other people might have different reaction times or reflexes and thus might find the original way to be faster...

Funny how you'd have to have reaction times in the negative numbers to achieve that.

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