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Subject: Re: Advantage huds

Posted by [Reaver11](#) on Wed, 07 Jan 2009 13:39:00 GMT

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R315r4z0r wrote on Tue, 06 January 2009 18:44

Edit: If you consider a HUD that gives health and mine limits a cheat, then you also have to consider those Logitech keyboards a cheat as well.

To my knowledge the keyboard will only receive information IF the game gives it to the keyboard. At my knowledge it doesn't even work in renegade.

Yes the hud healthbar harvbar minelimit bar are nice features.

A= You cannot force it on the entire renegade community. Thus not everyone uses it.

B= Do you get an advantage?

In my eyes yes you have an advantage. Someone that is sniping in the field can now see the minecounter decreasing rapidly. He can message. Hmm there is no one in the field someone is sneaking in! (There are plenty of blindspots in a base, take complex the ref door near the tibfield). Normally you wouldn't notice it.

Because who is doing !c4 when he is in the middle of the field sniping?

Same goes for the buildings the EVA auto announce is every 30 seconds. Plus who would use 'J','K' every second? Seeing the building health constantly means you can no longer fool the enemy's EVA.

I have to admit that the advantage from these hud is bigger in small games. (say 3 vs 3 or 5 vs 5)

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