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Subject: Re: Advantage huds

Posted by [pawky](#) on Wed, 07 Jan 2009 20:27:35 GMT

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Goztow wrote on Wed, 07 January 2009 11:57IronWarrior wrote on Wed, 07 January 2009 16:21It's not a cheat, maybe a advantage since for now only a few players can use this, but if it was added in a patch than everyone has it.

If everyone had bighead, it wouldn't be a cheat anymore either...

Thing is Gozy, bighead is not a built-in function you can use by pressing "K"... but building health meter is. (I know there is aiming aid).

As far as these HUD's are concerned, I think mine counters and harvester health is pushing it...they are not necessary.

As far as building health meters, I am much more lenient towards it in public servers.

If you are in a tank and your are tapping "K" repetedly, your tank will still be moving while you can also check building health. Of course, the screen would be flickering but you can be doing both...

I think it should depend on the servers...they can enable/disable these HUDs.

This tool is great for newbies and n00bs as now there won't be any excuse for them to not look after a building.

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