
Subject: Re: Advantage huds

Posted by [Wiener](#) on Thu, 08 Jan 2009 09:20:06 GMT

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What I don't understand is, that EVERYBODY in here agrees that it is an advantage (If it wasn't why putting it in the hud at all).

Now we simply say that everything you add to the game to give you an advantage is a cheat. Surly not comparable with a hack but still on the same lvl as advantage skins.

"If it will be in a patch and everybody has it, than it ain't an advantage anymore....". Wasn't the intention NOT to change gameplay? As we all know that it IS an advantage, it DOES change gameplay.

The only discussable thing is whether the advantage is big enough to make a big deal out of it (for me its is a matter of principles but arguing about principles in here is useless anyway). well, last monday I had a game that convinced me taht it can be a major advantage in some situations. We (NOD) played city2 and had a mrls hitting our ref. I had a tank and just past by to repair Ref. We knew that more mrls were incoming while someone to replace me in Ref was on the way. I checked building health (was about 90%) and took my tank to go back to my position other side of the map. 10 secs later we lost ref.

With building health in my hud I'd have seen that the second I got in my tank to drive away, the mrls were in place and that Ref needs additional repairs.

You may now say that this was my very own fault as I left the building while knowing about the mrls. But the point is that with this hud I probably would have saved it ALLTHOUGH I made a mistake that should have given GDI to take down Ref and win the game.
