

---

Subject: Re: In-game building health meter  
Posted by [IAmFenix](#) on Thu, 26 Mar 2009 20:24:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Goztow wrote on Sun, 21 December 2008 14:22: It is currently seen as a cheat, because it's an unfair advantage. IMO it'd ruin a part of the game. There's a reason why EVA doesn't immediately say "xxx under attack", right after it said "yyy under attack". It's too easy to defend if you can keep an eye on every building.

Then all those HUDs with maps are hacks as well, because it gives you an "unfair advantage."

And also, if it is implemented in TT, then EVERYONE would have it and would not give anyone an advantage.

---