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Subject: Re: Skins are for fags?

Posted by [DRNG](#) on Mon, 05 Oct 2009 22:34:36 GMT

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R315r4z0r wrote on Mon, 05 October 2009 12:14 Like stated, it depends on the skin.

I don't use any model skins. I do use a modified reticule and a HUD skin, though. I don't really like changing the model skins, but I would use ones that literally make the model look better by using an updated or higher-detail/quality skin of the original.

Like a serious skin replacement. Not some stupid color changing thing or some stupid clown car skin.

JohnDoe wrote on Mon, 05 October 2009 11:54 There's nothing wrong with crosshairs and puremode should acknowledge that IMO...

Not true.

There are different crosshairs that make it easier to use. It removes a level of guess/positioning that allows you to aim your weapon more efficiently.

The kind of crosshair I'm talking about is the ones that are really really small. The ones that are simply dots in the center of the screen.

It's easier to control those because the actual spot the projectile is hitting is around the center dot of the crosshair. In the default one or modded ones that leave open space between that center dot and the outlining shape, you need to compensate for the open area of the crosshair with the geometry of the terrain. But if the crosshair is a simple dot, you can simply control it in a way that doesn't require you to think about the shot as much.

At least, that's the effect I got when testing a bunch of different reticule mods. The smaller the crosshair, the easier it was to use for me.

This is what I'm talking about:

Normal Styles that should be allowed:

Advantage style that makes it easier to aim:

I don't even look at the dot, I just shoot randomly and sometimes I get a headshot.

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