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Subject: Re: Skins are for fags?

Posted by [R315r4z0r](#) on Sat, 17 Oct 2009 17:55:03 GMT

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Yes, that's what I'm getting at. The level of degree to which it is an advantage doesn't hold any value in itself. The fact of the matter is that it is still an advantage.

Regardless of if you use a skin to see people's heads better or to see C4 better or to see through walls or just to make it look more visually pleasing, it is still considered an advantage.

Think of it this way:

Everyone else has to suffer through looking at the bad textures, so what makes you any different?

If you don't like the way the standard game, that everyone uses, looks, why isn't it considered an advantage to make it more visually appealing to yourself?

Does that necessarily mean you are actually gaining any performance increases out of that advantage? No. But it still doesn't change the fact that you are tipping the game in favor of your preferences.

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