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Subject: Re: RSF Raptor

Posted by [R315r4z0r](#) on Wed, 26 May 2010 23:42:46 GMT

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Rocko wrote on Wed, 26 May 2010 18:11... because his posts ... are really annoying to read. So, with that said, you obviously didn't comprehend (or even read?) what I even said.

I said a HUD is not the same as a cheat. Whether you think an upgraded HUD is bad or not is up to you. But it should not be held on the same level as a cheat.

R315r4z0r wrote on Tue, 25 May 2010 15:00Whether or not an (upgraded?) HUD is bad or not is up to you. But they should in no way measure up to ACTUAL cheats.

R315r4z0r wrote on Tue, 25 May 2010 17:35Whether or not you think HUD mods are bad, they should never compare to an ACTUAL cheat.

See? I said it twice.

With your example, sure it gives you an advantage, that is not what I'm disputing. Even with knowing that the mines are being disarmed, you still have to travel to the location they are being disarmed and fight off your opponent fairly.

But with a cheat, you could just like... fire your pistol at the ground and the guy would drop dead... or you could just walk into his base, taking hits from the ob without dying and just destroy everything with infinite C4...

They both might give advantages but one FAR OUTWEIGHS the other.

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