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Subject: Re: How are building bars, cheats?

Posted by [GEORGE ZIMMER](#) on Sat, 04 Dec 2010 14:19:45 GMT

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ho boy

here we go again

look, ultimately it comes down to it being an advantage. Like mines that are glowing, or neon pink or something easy to see- sure, it's not straight up hacking the game's files, but you don't have to in order to make something considered a "cheat".

Now I GUARANTEE you're thinking "But it just serves the same purpose as the K button.. how is that even an advantage?". Most people don't press K every 0.5 seconds. It ENTIRELY ruins the idea of a strategic strike, something like attacking the power plant to set off the EVA event, then attacking the refinery instead. Sure, after a few seconds people would catch on, but those few seconds can literally change the tide of a game. It makes defending your base too easy, as you're much more aware of what's going on. Same with minecounters (Which I say, minecounters are WAY worse, but both are still obvious advantage).

TL;DR: It's an advantage, renforums doesn't want advantage skins being spread.

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