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Subject: RenGuard Does, Indeed, Work  
Posted by [Blazer](#) on Sun, 04 Apr 2004 05:15:30 GMT  
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drkhazeBlazerdrkhaze^^ you have a point. I was about to say the mod is only helping what's already possible if you check the game clock when you throw it.. but the same can be said for skin modifications.

How can you say its the same for skin mods? The difference between a normal nuke beacon or timed c4, and one of those freaky glowing neon ones...thats a definite huge advantage.

Because even though a beacon/C4 explosive might be gold coloured and easier to see; when you do see it -- it was in your view screen at that moment in time and you could've seen it anyway. For example, you hear a beacon deployed. You run across the base, and spot it by the corner of a building shining in gold. Now, the gold on the beacon made it easier to spot, but technically, you could've seen it anyway because it was in your view screen at that time. Gold on a beacon doesn't make the difference between visible and invisible, it only helps the unconcentrated eye.

Which is the same with the C4 countdown mod, it's just that people tend not to look at the clock. Hence the countdown mod is helping what was already possible had the thrower bothered to look at the clock when they threw the explosive.

So does it not follow logically that both of these modifications are in the same league, advantage-wise? Without a skin, all you have to do is look closer at your screen. Without a sound, just look at the clock.

With all due respect, that is utter bullshit. The reason people use neon bright textures for C4 and beacons is because it makes them easier to see...I have tried them and you can see proximity mines from all the way across the map...definite advantage, which is why they are used. Yeah if a beacon is right at your feet, you can see it anyway...if one is farther away and you spend 60 seconds scrutiinzing every pixel of your screen, yeah you can probably find it unaided. But a bright neon one that you can spot instantly without even trying is a huge advantage....one that definitely makes a difference in every single game you play in that you spotted and disarmed a beacon, or avoided C4.

Now compare that huge advantage to the simple having an auditory alert of your own timed C4 detonating...which you can easily countdown yourself in your head or just look at the onscreen timer, or as most people do just get a "feel" for when its going to blow, from experience.

Okay heres just some plain facts.

1. Nobody until you has ever even considered the C4 countdown a cheat.
2. The C4 countdown is not only allowed in Clan games, it is a requirement for the best clans (these are the same people who demand Pure Mode to get rid of your neon beacon/c4 skins)...they dont consider a cheat either.
3. Westwood Studios suggested using the C4 countdown mod and posted about it on the westwood.com Renegade page...They considered it an enhancement not a cheat.

I would understand your point if the C4 countdown counted down C4 that others threw, but it only affects your own timed C4. You don't walk into a tunnel and hear some beeping and go "uh oh an enemy c4 is about to go off", and you thus avoid it and dont get killed. If THAT were the case I would agree its a cheat, but that is not the case.

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