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Subject: WS supporting cheating?

Posted by [Demolition man](#) on Sun, 02 Mar 2003 22:57:16 GMT

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Quote:Looking for something to make that Proximity Mine easier to see? Looking for a more realistic Deadeye? Well, XRA2X is the place to go! They've got close to 100 skins, and have recently added 4 more, which include:

Blue-Green Nuke

Fire Pick-up

Red Fire Buggy

Solid Snake Patch

Taco Flame Tank

Blonde Haired & Bikini Sydney

Head on over to XRA2X to get them! I wanne know what most ppl think about the pinksniper skins, the red stealth skins, the yellow proxy mines etc.

IMO you make them easier to see so i consider it as cheating.

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Subject: WS supporting cheating?

Posted by [Aircraftkiller](#) on Sun, 02 Mar 2003 23:01:17 GMT

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Devinoch said that, and they never supported cheating in their games. If they did, - which they don't - you would never see them resetting ranks or punishing those who cheat in games.

However, Adam Cohen, Westwood's PR representative, never once said that the company condoned cheating - so you're shit out of luck with your argument.

Nice try, though.

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Subject: WS supporting cheating?

Posted by [Try\\_lee](#) on Sun, 02 Mar 2003 23:02:58 GMT

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I've always loved my pink fuzzy Havoc and now, thanks to Westwood, I'm able to get radioactive green steath tanks! How crap at Renegade am I?!!

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Subject: WS supporting cheating?

Posted by [Demolition man](#) on Sun, 02 Mar 2003 23:08:11 GMT

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A beter way for WS how they had to make it is like this:

You can NOT overwrite the skins WS made.

You can only ADD skins. You will see an arrow below the picture just like the \$1000 characters. So you will only see others using it when they have the skin. When you use the skin and others don't have it they see the default skin. This way you would never get that the "easier to see skins" were used so much.

Its just a cheap "tactic" from ppl to use it.

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Subject: WS supporting cheating?

Posted by [jpv](#) on Sun, 02 Mar 2003 23:21:20 GMT

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it is lame

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Subject: WS supporting cheating?

Posted by [Creed3020](#) on Sun, 02 Mar 2003 23:53:04 GMT

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I like my skins but I doubt they enhance my playing ability some I think just make it harder for me to see. I always seem to think that If I have a dark skin I will appear darker to others but that is not how it works. I have seen some people and all they have is neon coloured skins. Now that would give you an edge in any situation...

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Subject: WS supporting cheating?

Posted by [snipefrag](#) on Mon, 03 Mar 2003 00:08:23 GMT

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I never use thoses horribles skins they ruin the atmosphere of the game if you have pink havocs running around and yellow mines flying about... i am sorry but it just aint koshar and no sir i dont like it

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Subject: WS supporting cheating?

Posted by [dead4ayear2](#) on Mon, 03 Mar 2003 00:29:22 GMT

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My hunting reticle greatly improves my accuracy and my snipe skin takes away the green tinting and the black around it.

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Subject: WS supporting cheating?

Posted by [Sk8rRIMuk](#) on Mon, 03 Mar 2003 01:26:24 GMT

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There is no solution to stopping people using skins to enhance the gameplay as I see it...

Taking away the ability to skin the characters would ruin a great deal of the mod community not to mention ruining a couple of Ren Alerts characters...

The skin to remove the tint and black edge to the sniper scope is kinda lame...

It's all down to how honourable the player is.

-Sk8rRIMuk

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Subject: WS supporting cheating?

Posted by [SencneS](#) on Mon, 03 Mar 2003 01:55:21 GMT

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Well some skins are good others are not so good. I use skins that enhance the game..

The bikini Hotwire, the firetouched buggy, and the tatoood Sak. Those enhance the game. I see no problem with skins like these.

However pink havocs... neno green stealth tanks... those just spoil the game. I remember being a sbh running across the map then standing still for a second to see what was up ahead. No was around me no was shoot at me or splash damage. I was sniped I saw where the bullet come from it was across the map.

That's just cheating. If any mod, or skin gives you an edge over anyone else in the game it is a cheat. Plain and simple. We all hate B2B on island.. Most servers boot for it some BAN. It's considered a cheat. Whats the difference here?

An MRLS using a map defect to have an advantage in the game.. or someone with the ability to see stealth from across the map. Different it's doesn't take a mod or skin to B2B and we call that cheating. If you consider people with pink havocs and neno-green or even no stealth suits NOT cheating then you better let B2B happen. Otherwise your a hipacrit.

SencneS

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Subject: WS supporting cheating?

Posted by [DaveGMM](#) on Mon, 03 Mar 2003 07:36:37 GMT

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SencneS Well some skins are good others are not so good. I use skins that enhance the game..

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SencneS

On the bright side, Deth\_Islands eliminates the GDI base to base.

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Subject: WS supporting cheating?

Posted by [Sk8rRIMuk](#) on Mon, 03 Mar 2003 08:47:45 GMT

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The only skins I use are:

A Dot Reticle (May make it harder to snipe for some people)

Glowing vechiles (not what it sounds this is a good pack and makes all the vechiles look more realistic and worn)

You were ownt !!! Nuke (writes you were ownt on the nuke explosion)

Beacon countdown not actually a skin (ok I confess this maybe a advantage but I love this pack)

I heard that some people are able to increase the size of there opponents heads to increase the ability of landing a headshot nw if that is possible it sucks.

-Sk8rRIMuk

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Subject: WS supporting cheating?

Posted by [tHz2](#) on Mon, 03 Mar 2003 17:32:28 GMT

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Well, by the definition of cheating, to cheat there has to be a rule against your action. Unfortunately, there isn't any official rule against "bad" skins. However, using any modification that enhances your ability to seek out an enemy which would otherwise be semi transparent, is DEFINITELY dishonest, and dishonesty is not allowed on WOL.

In my view, using anything other than the standard issue skins in a ladder game IS cheating. And I bet all the "best" players do it.

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Subject: WS supporting cheating?  
Posted by [smwScott](#) on Mon, 03 Mar 2003 21:18:53 GMT  
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I have a few camo skins. I used to have the red tint on the stealth effect, it was cool and I didn't get an advantage or anything, not like it increases the range from which the stealth is seen and you can only evenly distinguish the red tint when he's fully uncloaked and you're near him (or of course on you and your gun which is why I had it). I also use the beacon countdown and hunting reticle, the hunting thing just looks cooler but yeah the beacon countdown does give me a slight advantage but fuck it I'm keeping it .

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Subject: WS supporting cheating?  
Posted by [Dr.Snuggles](#) on Mon, 03 Mar 2003 21:35:20 GMT  
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I agree with people wanting to spice up the game a bit by replacing some of the available ones with alternates, but using skins that actually greatly increase your chances of spotting otherwise cloaked units is just plain crap.

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