
Subject: How are building bars, cheats?

Posted by [Generalcamo](#) on Sat, 04 Dec 2010 12:23:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

The following thread talks about the buildings bars that are at the side of the screen and have health of the: HON/Barr, Comm Center/adv Comm center (If applicable), Tiberian Silo (If applicable), Refinery, WF/Air, AGT/Obi, PP.

Unless they are against the server rules (Not many servers do this anymore unless it has something like StonerMK2 is attacking this harvy with an improved rocket launcher!), how are these cheats? They only display buildings health, which can easily be done by pressing J (K?), this only lessens a repetitive task.

Building bars can be advantageous at times, but not as much as aimhax or clickbots or RGH. They only show something that you can see anyway, by just taking a glance instead of a keystroke. And most servers allow them nowadays.

So really, should we censor the whole forums to something that most major servers allow? And a lot of these sites have other useful information, such as renegadeskins...

Subject: Re: How are building bars, cheats?

Posted by [CarrierII](#) on Sat, 04 Dec 2010 13:04:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you press K, you are blinded as to your immediate surroundings, and have to stand still, both of which place you at a disadvantage in combat, by displaying that info real-time (which K doesn't even do!) without these disadvantages, you gain a huge battlefield intelligence advantage over anyone who doesn't have them installed, and knowing is half the battle.

In short, the capability is not in the default client, and it gives you an advantage => cheat.

Subject: Re: How are building bars, cheats?

Posted by [Wiener](#) on Sat, 04 Dec 2010 13:05:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dont expect a patient answer as this has been discussed million times.

in short:

Q: Why do you want building bars?

A: They give you quicker access to building health status.

Q: Is that an advantage over the original ren?

A: Yes, of course. Otherwise you wouldn't use them.

"Cheating in online games is an activity that modifies the game experience to give one player an advantage over others. "

Same counts for most skins.

Subject: Re: How are building bars, cheats?

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

[View Forum Message](#) <> [Reply to Message](#)

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.

Subject: Re: How are building bars, cheats?

Posted by [Starbuzz](#) on Sat, 04 Dec 2010 16:09:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

This topic has been discussed about 1000 times already and we have all gotten sick of it. However, in one of these topics, a honourable mod by the name of Goztow nicely put the entire argument in a simple nutshell:

Goztow wrote on Wed, 26 May 2010 01:57 When 5 arties are pounding your base while you are grouping up meds to destroy them, then a building can be dead within less than 20 seconds.

The difference between realtime info and pressing the key is a huge gap. I'd like to see someone fraps how he plays when he's constantly pressing the 'k' button long enough to watch the health of all buildings. If you want the same level of information as BB, then your gameplay will become totally wrecked because you need to keep doing it all the way throughout the game.

I followed up with an example:

Starbuzz wrote on Sat, 29 May 2010 12:54 Once on Under, I was SBH with grenade launcher from spawn. I went deep into the GDI tunnels and shot the Barr with my laser rifle prompting EVA to announce that it was under attack. I quickly switched to grenade launcher and grenaded the PP and took almost more than half its health away. A GDI player with BB will notice which buildings really needs repairs. Its this nice element of surprise that BB users don't seem to mind losing. The examples go on and on...

btw, I have played with BB's for 1 full day to know exactly what I am talking about. I am quiet unbiased and fair. And as Wiener nicely put it:

Wiener wrote on Sat, 04 December 2010 07:05 Q: Is that an advantage over the original ren?
A: Yes, of course. Otherwise you wouldn't use them.

inb4lock

File Attachments

1) [GTFO.png](#), downloaded 1061 times



Subject: Re: How are building bars, cheats?
Posted by [Altzan](#) on Sat, 04 Dec 2010 19:15:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

I agree with all this, but... why is this cheat in particular banned from distribution or whatever from the forums if others aren't? Advantage skins are cheat as well, but it seems no action is taken against those posted here unless they're particularly potent (W3D edits, neon emitters or suchlike). Recolors to brighter ones are frowned upon but not censored.

Subject: Re: How are building bars, cheats?
Posted by [Gen_Blacky](#) on Sat, 04 Dec 2010 19:43:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Q: Why do you want building bars?

A: They give you constant access to building health status.

Q: Is that an advantage over the original ren?

A: Yes, of course. Otherwise you wouldn't use them.

B: they look cool.

Shaders are going to be dropped so no hud.ini when tt patch first comes out at least i think so.
Problem solved.

Altzan wrote on Sat, 04 December 2010 13:15I agree with all this, but... why is this cheat in particular banned from distribution or whatever from the forums if others aren't? Advantage skins are cheat as well, but it seems no action is taken against those posted here unless they're particularly potent (W3D edits, neon emitters or suchlike). Recolors to brighter ones are frowned upon but not censored.

hud.in shaders give a greater advantage then this and not just buildings bars you can display all kinds of info on your screen. Building bars on your screen can determine where your going to attack if the buildings gets saved or not. The damages get render on screen so you know exactly how much health the building has no matter where you are our what your doing you cant just press k in a middle of a battle.

Subject: Re: How are building bars, cheats?
Posted by [Goztow](#) on Sat, 04 Dec 2010 20:07:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

We've done similar actions against obvious advantage skins. But it is just harder to draw a straight line on skins than it was on BB.

Subject: Re: How are building bars, cheats?
Posted by [Generalcamo](#) on Sat, 04 Dec 2010 22:38:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

OK, but why censoring? Why not just put a disclaimer saying WARNING: If you download the HUDS listed on this site, renegadeforums.com and me are not responsible if you get banned.?

Subject: Re: How are building bars, cheats?
Posted by [Altzan](#) on Sun, 05 Dec 2010 00:17:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Sat, 04 December 2010 13:43Altzan wrote on Sat, 04 December 2010 13:15I agree with all this, but... why is this cheat in particular banned from distribution or whatever from the forums if others aren't? Advantage skins are cheat as well, but it seems no action is taken against those posted here unless they're particularly potent (W3D edits, neon emitters or suchlike). Recolors to brighter ones are frowned upon but not censored.

hud.in shaders give a greater advantage then this and not just buildings bars you can display all kinds of info on your screen. Building bars on your screen can determine where your going to attack if the buildings gets saved or not. The damages get render on screen so you know exactly how much health the building has no matter where you are our what your doing you cant just press k in a middle of a battle.

I understand that, and it makes sense. I was just commenting on how some advantages are banned and some aren't.

Gozy cleared that up though, I suppose.

Subject: Re: How are building bars, cheats?
Posted by [R315r4z0r](#) on Sun, 05 Dec 2010 02:24:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

no message body.

Subject: Re: How are building bars, cheats?
Posted by [Tunaman](#) on Sun, 05 Dec 2010 04:12:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm right but I'm not going to tell you what I think because you might say that I'm wrong. I also don't play renegade and don't care what you think.

Subject: Re: How are building bars, cheats?
Posted by [GoTWhisKéY](#) on Sun, 05 Dec 2010 04:24:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

You don't know how many clanwars Kill & I won 2v2 on Field grenading the strip dead. With building bars, those many wins would never have happened. What does that tell ya?

Subject: Re: How are building bars, cheats?
Posted by [Tunaman](#) on Sun, 05 Dec 2010 05:02:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

GoTWhisKéY wrote on Sat, 04 December 2010 23:24You don't know how many clanwars Kill &

I won 2v2 on Field grenading the strip dead. With building bars, those many wins would never have happened. What does that tell ya?
I think you did that to me once, I felt pretty retarded after that.

Subject: Re: How are building bars, cheats?
Posted by [Rocko](#) on Sun, 05 Dec 2010 05:39:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Sat, 04 December 2010 20:24I spent a good 20 minutes writing a long essay about why building bars aren't an advantage (and also completely disproving that two part question answer thing a few posts from the top) but then I decided to forget about it because everyone here is to illogical to understand reason. I'd just get shot down anyway.

So, I'll leave you all with your "official" advantages and modifications to the game... even if you don't want to go about considering them to be.... and then be on my way.

I don't even have Renegade installed at the moment... so I don't see the need for me to even make this post. Ahh, well.

This is honestly one of the dumbest things i've ever seen. The reason you won't post your "essay" is because you don't have a valid argument

Subject: Re: How are building bars, cheats?
Posted by [R315r4z0r](#) on Sun, 05 Dec 2010 05:56:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Trust me, it was like 600 words long.

But it was all flame bait. Valid argument or not. I don't feel like dealing with it. That's why I ended up not posting it.

The reason I made a post at all was because I spent so long writing it up and then just went and scrapped it. I didn't want to totally waste my time... so I said something.

But in hind site, it was kind of stupid.

If a mod is reading this, delete my last post as well as this one, por favor.

Subject: Re: How are building bars, cheats?
Posted by [Goztow](#) on Sun, 05 Dec 2010 07:41:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Generalcamo wrote on Sat, 04 December 2010 23:38OK, but why censoring? Why not just put a disclaimer saying WARNING: If you download the HUDS listed on this site, renegadeforums.com and me are not responsible if you get banned.?

Same reason as why we don't just censor final renegade. Cheat == cheat == cheat

Subject: Re: How are building bars, cheats?
Posted by [reborn](#) on Sun, 05 Dec 2010 11:05:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Plus the source code to building bars opens quite a few doors to other cheats with only a few simple modifications. Be careful what you wish for.

Subject: Re: How are building bars, cheats?
Posted by [Generalcamo](#) on Sun, 05 Dec 2010 14:35:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

I looked some more on <mod edit>, and found that RSF HUD, which many servers allow, has source code, but the good news is only registered members can see that link.

But still, should we censor websites that have a WHOLE LOT of useful information, for something that is usually dealt with/allowed? I don't mean a link to a website to just those, but still.

Subject: Re: How are building bars, cheats?
Posted by [Goztow](#) on Sun, 05 Dec 2010 15:46:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm not sure if you check that other cheat site regularly but the owner of the site you just mentioned is releasing stuff on there as well. That should make you think twice.

Subject: Re: How are building bars, cheats?
Posted by [cAmpa](#) on Sun, 05 Dec 2010 17:29:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

hahaha.

Subject: Re: How are building bars, cheats?
Posted by [Gen_Blacky](#) on Thu, 09 Dec 2010 05:03:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jelly and other communities allow building bars and has download on their sites. Its all up to the server owners no one else.

Subject: Re: How are building bars, cheats?
Posted by [Goztow](#) on Thu, 09 Dec 2010 07:39:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Gen_Blacky wrote on Thu, 09 December 2010 06:03Jelly and other communities allow building bars and has download on their sites. Its all up to the server owners no one else.
As it's up to the owner of this site to determine what she allows to be posted here and not .

Subject: Re: How are building bars, cheats?
Posted by [cAmpa](#) on Thu, 09 Dec 2010 07:44:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes, because we have way enough active players on renegade.

Subject: Re: How are building bars, cheats?
Posted by [Goztow](#) on Thu, 09 Dec 2010 07:59:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

The drop in player count is obviously due to us considering BB as cheats. Rumour has it a lot of cheaters stopped playing when BIATCH was released as well.

Subject: Re: How are building bars, cheats?
Posted by [cAmpa](#) on Thu, 09 Dec 2010 08:01:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Was speaking about the ignorance.

Subject: Re: How are building bars, cheats?
Posted by [Altzan](#) on Thu, 09 Dec 2010 15:40:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Question... if they're cheats because they give an unfair advantage... why can't that be mostly negated by allowing their use?
And yes, I know it can be modified to add worse stuff, but it's not hard to find them if you're really looking for them, as several members have proved.

Subject: Re: How are building bars, cheats?
Posted by [Jerad2142](#) on Thu, 09 Dec 2010 17:18:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just buy a laptop and set it next to you main pc. Join the lap top as a second player, once its

ingame put the Triggerbot™ on the laptop's k key. Now Join your main computer on the enemy team, this gives you 2 advantages:

1. Building bars are always displayed and don't take up space on screen which is important for your Rencombat.
2. Now the enemy team has a worthless player on it, this prevents them from being as good as your team, and surly be the winning factor for your team!

Check out these testimonials from the fine users of this system:

Quote: Building bars are for pussies, who goes for tiny little displays on your screen that you have to squint at to actually see when you can simply have a full screen of all the info you'd ever need placed wherever you find most convenient.

Quote: This system works great, I have 17 copies of ren and I join all 17 onto Jelly's main server, I can look anywhere in my home and see how close to being screwed my, or my enemies team is.

Quote: Works great! I'll never go back to shaders.dll driven building bars!

The choice is clear as to what you should use I think

Subject: Re: How are building bars, cheats?

Posted by [Catalyst](#) on Sat, 30 Apr 2011 11:06:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wiener wrote on Sat, 04 December 2010 06:05

"Cheating in online games is an activity that modifies the game experience to give one player an advantage over others. "

So.....

if TT include Building bars in their release than it's no longer a cheat?

Subject: Re: How are building bars, cheats?

Posted by [reborn](#) on Sat, 30 Apr 2011 12:38:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

If it is a mandatory download for all players, correct.

Subject: Re: How are building bars, cheats?

Posted by [iRANian](#) on Sat, 30 Apr 2011 13:50:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Sat, 30 April 2011 05:38 If it is a mandatory download for all players, correct.

fucking logic, how does it work?

Subject: Re: How are building bars, cheats?
Posted by [reborn](#) on Sat, 30 Apr 2011 21:42:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Da fuck?

Subject: Re: How are building bars, cheats?
Posted by [MUDKIPS](#) on Mon, 02 May 2011 08:15:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wiener wrote on Sat, 04 December 2010 06:05
"Cheating in online games is an activity that modifies the game experience to give one player an advantage over others. "

Playing with lower resolution makes it easier to headshot people than with high resolution.
So people who play at low resolution are obviously cheating.

Subject: Re: How are building bars, cheats?
Posted by [Altzan](#) on Mon, 02 May 2011 16:12:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

MUDKIPS wrote on Mon, 02 May 2011 01:15Wiener wrote on Sat, 04 December 2010 06:05
"Cheating in online games is an activity that modifies the game experience to give one player an advantage over others. "

Playing with lower resolution makes it easier to headshot people than with high resolution.
So people who play at low resolution are obviously cheating.

One aspect: anyone can do that if they want to.
Not everyone can use building bars. But only because they're banned practically everywhere.
If they were allowed, that (sarcastic) point of yours would make sense.

Subject: Re: How are building bars, cheats?
Posted by [Dethdeath](#) on Fri, 06 May 2011 11:24:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Altzan wrote on Mon, 02 May 2011 18:12
Not everyone can use building bars. But only because they're banned practically everywhere.
Building bars are allowed on all major servers, not sure where you're getting your information from.

Subject: Re: How are building bars, cheats?
Posted by [MUDKIPS](#) on Fri, 06 May 2011 11:34:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Altzan wrote on Mon, 02 May 2011 09:12MUDKIPS wrote on Mon, 02 May 2011 01:15Wiener wrote on Sat, 04 December 2010 06:05

"Cheating in online games is an activity that modifies the game experience to give one player an advantage over others. "

Playing with lower resolution makes it easier to headshot people than with high resolution.
So people who play at low resolution are obviously cheating.

One aspect: anyone can do that if they want to.
Not everyone can use building bars. But only because they're banned practically everywhere.
If they were allowed, that (sarcastic) point of yours would make sense.

What major servers disallow building bars? And by major I mean servers that regularly sustain 16+ players.

Subject: Re: How are building bars, cheats?
Posted by [reborn](#) on Fri, 06 May 2011 13:41:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

MUDKIPS wrote on Fri, 06 May 2011 07:34Altzan wrote on Mon, 02 May 2011 09:12MUDKIPS wrote on Mon, 02 May 2011 01:15Wiener wrote on Sat, 04 December 2010 06:05
"Cheating in online games is an activity that modifies the game experience to give one player an advantage over others. "

Playing with lower resolution makes it easier to headshot people than with high resolution.
So people who play at low resolution are obviously cheating.

One aspect: anyone can do that if they want to.
Not everyone can use building bars. But only because they're banned practically everywhere.
If they were allowed, that (sarcastic) point of yours would make sense.

What major servers disallow building bars? And by major I mean servers that regularly sustain 16+ players.

MP-Gaming: APB official server

Subject: Re: How are building bars, cheats?
Posted by [MUDKIPS](#) on Fri, 06 May 2011 13:55:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

reborn wrote on Fri, 06 May 2011 06:41MUDKIPS wrote on Fri, 06 May 2011 07:34Altzan wrote on Mon, 02 May 2011 09:12MUDKIPS wrote on Mon, 02 May 2011 01:15Wiener wrote on Sat, 04

December 2010 06:05

"Cheating in online games is an activity that modifies the game experience to give one player an advantage over others. "

Playing with lower resolution makes it easier to headshot people than with high resolution. So people who play at low resolution are obviously cheating.

One aspect: anyone can do that if they want to.

Not everyone can use building bars. But only because they're banned practically everywhere. If they were allowed, that (sarcastic) point of yours would make sense.

What major servers disallow building bars? And by major I mean servers that regularly sustain 16+ players.

MP-Gaming: APB official server

troll

Subject: Re: How are building bars, cheats?
Posted by [Altzan](#) on Fri, 06 May 2011 15:30:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

My mistake. I mainly meant the forums.

But I only frequent this one so all the others might allow them for all I know.

Anyhow, if someone asked me where to get them, I'd have no answer other than "ask someone else" because I have no idea. And this forum is no help to that, as everyone's aware.

Subject: Re: How are building bars, cheats?
Posted by [Jamie or NuneGa](#) on Sun, 15 May 2011 00:02:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is a difference between a cheat and a modification.

A cheat is clearly intended to give you an unfair advantage, the player uses the cheat knowing this.

A skin or mod is used most of the time just for shits and gigs... or in the case of ren -

The game is old (really old), a few skins can make the game a lot more interesting.

Oh and bright green snipers = in the cheat category.

Subject: Re: How are building bars, cheats?
Posted by [iRANian](#) on Sun, 15 May 2011 09:37:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

you have to be pretty fucking stupid to not know the difference between a cheat and modification.
And building bars are just a modification.

Subject: Re: How are building bars, cheats?
Posted by [MUDKIPS](#) on Sun, 15 May 2011 09:47:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, a modification that gives you an ADVANTAGE of other players. My, I don't see how that could be a problem at all!

Subject: Re: How are building bars, cheats?
Posted by [iRANian](#) on Sun, 15 May 2011 09:57:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

What advantage? You can just press the J or K key...any decent playeer does that 5 times per second anyhow.

Subject: Re: How are building bars, cheats?
Posted by [Omar007](#) on Sun, 15 May 2011 12:02:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Sun, 15 May 2011 11:57What advantage? You can just press the J or K key...any decent playeer does that 5 times per second anyhow.
J or K removes your battlefield awareness whereas BB's do not.

Subject: Re: How are building bars, cheats?
Posted by [iRANian](#) on Sun, 15 May 2011 13:44:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

for a split second if you press it like 5 times...just stop sucking dick at the game

Subject: Re: How are building bars, cheats?
Posted by [danpaul88](#) on Sun, 15 May 2011 15:38:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

So, if they don't give anyone an advantage, why does everyone want to install them? The only reason people install them is to gain an advantage over other players and cheat their way to

victory.

Subject: Re: How are building bars, cheats?

Posted by [R315r4z0r](#) on Sun, 15 May 2011 20:03:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

danpaul88 wrote on Sun, 15 May 2011 11:38So, if they don't give anyone an advantage, why does everyone want to install them? The only reason people install them is to gain an advantage over other players and cheat their way to victory.

Same reason why people like to upgrade their graphics cards.

Subject: Re: How are building bars, cheats?

Posted by [MUDKIPS](#) on Mon, 16 May 2011 16:43:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

R315r4z0r wrote on Sun, 15 May 2011 13:03danpaul88 wrote on Sun, 15 May 2011 11:38So, if they don't give anyone an advantage, why does everyone want to install them? The only reason people install them is to gain an advantage over other players and cheat their way to victory. Same reason why people like to upgrade their graphics cards.

LOL WHAT?

actually in ren a higher resolution is a disadvantage LOL

Subject: Re: How are building bars, cheats?

Posted by [R315r4z0r](#) on Tue, 17 May 2011 02:39:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Indeed.

Subject: Re: How are building bars, cheats?

Posted by [Jamie or NuneGa](#) on Tue, 17 May 2011 18:35:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

MUDKIPS wrote on Mon, 16 May 2011 17:43R315r4z0r wrote on Sun, 15 May 2011 13:03danpaul88 wrote on Sun, 15 May 2011 11:38So, if they don't give anyone an advantage, why does everyone want to install them? The only reason people install them is to gain an advantage over other players and cheat their way to victory. Same reason why people like to upgrade their graphics cards.

LOL WHAT?

actually in ren a higher resolution is a disadvantage LOL

bs... only when it comes to aiming which won't affect a decent player anyway.

I play with 1440 x 900 and often see things on the corner of my screen that 800x600 would never notice.

Subject: Re: How are building bars, cheats?

Posted by [EvilWhiteDragon](#) on Wed, 01 Jun 2011 15:50:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

iRANian wrote on Sun, 15 May 2011 11:37you have to be pretty fucking stupid to not know the difference between a cheat and modification. And building bars are just a modification. A change to bones.ini is also a modification. Hell it changes a lot less than building bars actually.

Subject: Re: How are building bars, cheats?

Posted by [EvilWhiteDragon](#) on Wed, 01 Jun 2011 15:53:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

MUDKIPS wrote on Mon, 16 May 2011 18:43R315r4z0r wrote on Sun, 15 May 2011 13:03danpaul88 wrote on Sun, 15 May 2011 11:38So, if they don't give anyone an advantage, why does everyone want to install them? The only reason people install them is to gain an advantage over other players and cheat their way to victory. Same reason why people like to upgrade their graphics cards.

LOL WHAT?

actually in ren a higher resolution is a disadvantage LOL

He means that having a steady 60 FPS is better than averaging 40-50.

Also, some people like detail, which actually can help a lot. (It helps when you can set LOD to the highest settings, makes it easier to recognize tanks and shit.

Subject: Re: How are building bars, cheats?

Posted by [saberhawk](#) on Wed, 01 Jun 2011 15:57:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

EvilWhiteDragon wrote on Wed, 01 June 2011 11:53

He means that having a steady 60 FPS is better than averaging 40-50.

Also, some people like detail, which actually can help a lot. (It helps when you can set LOD to the highest settings, makes it easier to recognize tanks and shit.

Funnier still is that having an FPS greater than 66 can prove to be a disadvantage because things like muzzle flashes start malfunctioning.

Subject: Re: How are building bars, cheats?
Posted by [Sir Kane](#) on Fri, 02 Sep 2011 01:36:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wankers.

Subject: Re: How are building bars, cheats?
Posted by [Jerad2142](#) on Fri, 02 Sep 2011 15:17:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

saberhawk wrote on Wed, 01 June 2011 09:57EvilWhiteDragon wrote on Wed, 01 June 2011 11:53

He means that having a steady 60 FPS is better than averaging 40-50.

Also, some people like detail, which actually can help a lot. (It helps when you can set LOD to the highest settings, makes it easier to recognize tanks and shit.

Funnier still is that having an FPS greater than 66 can prove to be a disadvantage because things like muzzle flashes start malfunctioning.
Emitters start malfunctioning at 30+ FPS.

Subject: Re: How are building bars, cheats?
Posted by [saberhawk](#) on Mon, 05 Sep 2011 03:38:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jerad Gray wrote on Fri, 02 September 2011 08:17saberhawk wrote on Wed, 01 June 2011 09:57EvilWhiteDragon wrote on Wed, 01 June 2011 11:53

He means that having a steady 60 FPS is better than averaging 40-50.

Also, some people like detail, which actually can help a lot. (It helps when you can set LOD to the highest settings, makes it easier to recognize tanks and shit.

Funnier still is that having an FPS greater than 66 can prove to be a disadvantage because things like muzzle flashes start malfunctioning.
Emitters start malfunctioning at 30+ FPS.

As far as I can tell, emitters are entirely time based and don't behave different at different frame rates.

Subject: Re: How are building bars, cheats?

Posted by [Jerad2142](#) on Mon, 12 Sep 2011 00:24:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

saberhawk wrote on Sun, 04 September 2011 21:38Jerad Gray wrote on Fri, 02 September 2011 08:17saberhawk wrote on Wed, 01 June 2011 09:57EvilWhiteDragon wrote on Wed, 01 June 2011 11:53

He means that having a steady 60 FPS is better than averaging 40-50.

Also, some people like detail, which actually can help a lot. (It helps when you can set LOD to the highest settings, makes it easier to recognize tanks and shit.

Funnier still is that having an FPS greater than 66 can prove to be a disadvantage because things like muzzle flashes start malfunctioning.

Emitters start malfunctioning at 30+ FPS.

As far as I can tell, emitters are entirely time based and don't behave different at different frame rates.

Unless they have an Inheritance value.
