
Subject: Re: Radar Map HUDs

Posted by [Caveman](#) on Tue, 11 Dec 2007 22:00:30 GMT

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trooprm02 wrote on Tue, 11 December 2007 21:49Are you shitting me? If I see any SS's of people using this is any type of multiplayer game..... Heres the point, you made something thing that gives you a CLEAR advantage, #1, you don't tell other people your using it, #2, ATLEAST don't share so other people use it. Im not saying it's a shitty job, im sure it took ages to do each map etc, etc. The thing is, what happens to the rest of us using the regular HUD? It fucks over gameplay, rewarding the people using it with an advantage. If I made a no-camera shake mod, because the shacking lowers my FPS, and use it, is it fair for me to use it? Most people don't give a shit about the game anyway, and release this kind of shit just pure pleasure and it confuses me. Flame me away!

You can say the same thing about reticles, unit skins, no smoke mod. Basically anything that isn't default fits into an unfair advantage because someone else is using the default. So its either allow all HUDs or run puremode.
