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Subject: Re: Advantage huds

Posted by [BlueThen](#) on Tue, 06 Jan 2009 20:56:35 GMT

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I do agree that it's an advantage. But definitely not as much so that it should be restricted. Although you can be told about building health and c4 limit, it doesn't really give you the advantage of being able to repair it from anywhere. It'd be as useful as the "k" command, but probably used more often.

If anything, I think it should be for the server to decide and if TT can make it possible, have it just plain disable the hud rather than keeping the player out.

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