Subject: Re: Fuck the new system to get unlocks in TF2 is gay!
Posted by NukeIt15 on Thu, 04 Jun 2009 19:38:16 GMT
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The fact that they did anything at all proves that it is not a legitimate technique. Also, if you use the unlocker in a VAC-enabled server during actual play, you can get banned for it. The whole "it isn't a cheat because" argument is as old as cheating... which doesn't change the fact that you're cheating if you use it. One would think that the whole "need a third-party tool because Valve didn't include a way of unlocking everything instantly" thing would kinda mark unlockers as obvious cheats, but you can delude yourself if it helps you sleep at night.

Just because the unlocker is a cheat doesn't mean that the legitimate unlock system isn't still stupid. As far as cheats go, unlockers are about as tame as it gets and I really couldn't give less of a shit if people use them. I won't, but in the end that's only because I don't want to run the risk; I still don't think that there should be any player effort required at all to unlock weapons and/or abilities in a multiplayer game. It's stupid, it's unfair to new players and players who can't play often, and it disrupts normal play (one way or another things don't settle down until everyone gets their goodies).