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Subject: Re: RETARD FIGHT

Posted by [Ani](#) on Mon, 10 Dec 2012 00:22:56 GMT

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I agree. The colors of that C4 skin completely makes it stand out amongst the colors of the game has at stock and gets emphasized with other map skins.

I can see the argument for building bars and minelimit, especially if they have counters for the other team.

I personally like having a simple layout on my HUD, having it cluttered with a bunch of crap, regardless if it's helpful or not is counterproductive.

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