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Subject: Hints from the Kitty herself ;)

Posted by [Anonymous](#) on Wed, 04 Sep 2002 21:50:00 GMT

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Far as I am concerned it is not cheating, it is in the game, its not even a bug, modding is supported by westwood. Thus it is not cheating if you are within the bounds of the game, ie. not adding programs to help your aim or aim for you, letting you see through walls, giving you extra cash etc. If it were cheating then skins which make snipers easier to see is cheating, skins that make beacons easier to find, skins which make c4's(all) easier to see, and mods which tell you how much time there is left till a nuke or ion is cheating. This is due to the very fact that these skins make it easier to see the units/objects which were meant to be hidden/hard to see. So jumping all over a skin that makes a unit easy to see, when you hit it, isn't cheating since I have seen many skins which have not in the least bit made characters harder to see. The only example is biowaves skins which look like real camo. And actually hide units making them harder to see. And since I make and use skins which make units harder to see should I therefore be rewarded since I have to work harder to see these units? Probably not, so don't punish people who use skins to make the stealths easier to see and just find a way around it.

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