Yes, I do understand your point. But it seems I'm more strict on definition here. I don't care how much advantage you gain...otherwise I would tolerate radar hax, for example. Its not really a big advantage in comparison to aimbot and co. However this little advantage of knowing that some enemy is close even If you haven't spotted him yet, can make the difference. Same as the nuke you spot a sec earlier because you have a nice pink blinking color on it (I cant even count how often I couldn't disarm a nuke by 1 sec). Or colorful explosions, bright green snipers, purple sbh's, macros to buy certain units.... or knowing which buildings are damaged without the need of "k".

Each for his own is just a very tiny advantage... almost not noticeable. All together a nice cheat package