Subject: Re: [Release] New HUD [Update2 read first Post]
Posted by R315r4z0r on Sat, 03 Jan 2009 07:09:24 GMT
View Forum Message <> Reply to Message

KobraOps wrote on Sat, 03 January 2009 00:02
Again u didnt read my post u moron. I said it effects SMALL games greatly. If u ever played a small cw (real renegade) u might understand.
"Real Renegade" is playing on massive servers using strategy to out play the enemy team. Small CW games prove absolutely nothing in the ways of a skilled player. It only really proves a few insignificant statistics of a player such as:
-How daring they are when they go offensive
-Their main combat reliance
-How fast you can destroy an empty base

If you think small CW games are how Renegade is meant to be played, then I seriously suggest you find another game to play. Counter Strike sounds like the type of game you would be interested in.

However, more onto the point, even in small 1v1, 2v2 games, the mine meter will barely help you at all. Seriously, have you even attempted to try and use it? You might notice it when you play by yourself in a LAN game, however when you are actually playing other people, it kind of gets in the way to look at a counter in the corner of the screen instead of what you are doing.

It will only cause you to do worse if you constantly stare at the counter and wait for it to drop... especially if the server has the !c4 command available to use.