
Subject: Re: Hud with building bars

Posted by [EvilWhiteDragon](#) on Sun, 25 Jan 2009 10:51:27 GMT

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R315r4z0r wrote on Sun, 25 January 2009 00:27pe21789 wrote on Sat, 24 January 2009 05:40I think the building bars aren't a cheat. It's "only" an advantage.

Because Renegade has the same but you have to press K before you can see the building bars.

And a cheat is something that isn't included in the original game.

No, it isn't. Even though we are on the same side of the argument here, it is not in any way an advantage. You aren't gaining anything that other players don't have.

And, to make another point, building bars should be a LEGAL upgrade allowed by all servers so everyone has the option to LEGALLY upgrade to balance out with all the people who went and spent money on those keyboards that do the exact same thing we are talking about.

IDEA!:

TT should make a default HUD-themed building bar add-on to the HUD and release it in a patch.

Side note: I agree with BlueThen. Even if we all considered this to categorize as a cheat, you aren't upsetting the balance of the gameplay or the final result of the battle, and as such, should not even be bothered with. More attention should be made towards ACTUAL cheats.

I don't know how long you've played this game, or how good you're at it, but I don't think you've never had a situation where (in for example) there were arts pounding your PP, and you went over there, together with another engi (there were 3 arts, so you need more than one engi).

At some point, one art gets smart and will attack the refinery. You won't get the building is under attack message, and if you press K you can't repair. With this HUD, you don't need to, and you'll directly see that the building is under attack, and can take action.

While otherwise you would've had to press K every 5 to 10 seconds. That can really cost you the building. (you need 2 full techs to cover from 3 arts afaik).

Another point, if you really think it is not an advantage, then why do you want this so badly? I mean, the "normal" advanced HUD is already released. And don't try to get smart with "because you like the looks". There is nothing pretty about 6, 8 or 10 static pictures of buildings next to your renscreen. If you do think that they're pretty, then you can print them on paper and put it next to your monitor (then you're not even wasting screenspace).

This mod isn't just there to be pretty, and if you really like it and still believe it is not an advantage, then why not create a couple of static pictures there?

This together with the minecount you can overlook the entire base while not even in base. First you mine everything properly, and then you can go anywhere else, just as long as you can get back to the base quickly, when you see the mines go down. This means that your team basically has a player more than the other team. Sounds pretty advantageous, don't you think?

That is the major argument against this. It will harm gameplay if everyone has it. And if not everyone has it, then it would be unfair for the ones that don't have it.

Another point in this is, if you allow the game to be made easier (yes, this will really make it easier, if you use it right), then where does it end? I mean, if you allow building bars then you're not far

away from allowing brightskins. They only make the enemy easier to see, much like buildingbars only makes the base easier to oversee. If you allow brightskins, then you might also allow radarhack. As you would be able to see him anyway, when he got around that corner. If you allow radar hack, then you might as well allow spectate. I mean, you know he was around the corner, so why not just go through the wall to kill him eh? It's just easier and faster.... If we can go through a wall it would also be easier if we could look through it, so we don't get surprised when we go through. Oh and now we're here, let's also allow aimbot. I mean, you didn't have to be careful anymore, because you knew he was around the corner, kwen exactly where he was, you just had to align and press the trigger. You know what? Let's also allow triggerbot, then you only have to press shift to get a kill.

Oh wait, then you've taken away about all aspects of the game.... That's my point, This will take certain tactics/strategies of the game. That'd be a pity, would it not?

For the TS being a cheat argument:

I have used TS often enough in public games, but there's one mayor problem with it. There is at best perhaps half of your team on TS. For proper teamplay, you'll still need to type every thing out. Simply because otherwise you're handicapping your own team. Half of the team can't do teamwork then. Basically you have a disadvantage of having about half of your players less then the other team. Simply because they will use F3 chat, and will hopefully work as a team, with ALL players. And we all know that 1/2 VS 1/4 isn't a match.....

Edit: shit, I bet that at least half of the pro-buildingbars is not going to read my post because they think it's too long. Does rove something then....
