Subject: Re: Skins are for fags?
Posted by JohnDoe on Mon, 05 Oct 2009 20:31:25 GMT
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R315r4z0r wrote on Mon, 05 October 2009 18:14Like stated, it depends on the skin.

I don't use any model skins. I do use a modified reticule and a HUD skin, though. I don't really like changing the model skins, but I would use ones that literally make the model look better by using an updated or higher-detail/quality skin of the original.

Like a serious skin replacement. Not some stupid color changing thing or some stupid clown car skin.
JohnDoe wrote on Mon, 05 October 2009 11:54There's nothing wrong with crosshairs and puremode should acknowledge that IMO...
Not true.

There are different crosshairs that make it easier to use. It removes a level of guess/positioning that allows you to aim your weapon more efficiently.

The kind of crosshair I'm talking about is the ones that are really really small. The ones that are simply dots in the center of the screen.

It's easier to control those because the actual spot the projectile is hitting is around the center dot of the crosshair. In the default one or modded ones that leave open space between that center dot and the outlining shape, you need to compensate for the open area of the crosshair with the geometry of the terrain. But if the crosshair is a simple dot, you can simply control it in a way that doesn't require you to think about the shot as much.

At least, that's the effect I got when testing a bunch of different reticule mods. The smaller the crosshair, the easier it was to use for me.

This is what I'm talking about:
Normal Styles that should be allowed:

Advantage style that makes it easier to aim:

I'm going to respond to this nonsense one time in a civil fashion.

Here are a few reasons why the "normal style" can be more useful than the "advantage style":

1. Short range fighting. This is common knowledge...pro players who use custom crosshairs for different weapons will always use a large crosshair for shotgun-type weapons and a small one for sniper weapons. I like the Renegade-style crosshair because it combines both.
2. Leading with shells/rockets/grenades. While variants of cross-shaped crosshairs (wow..) are

best for this type of aiming, the larger circle crosshair is still more useful than the smaller one. The outer rim of the crosshair will be closer to the opponent, making it easier to guess whether he's going to run into the center of the crosshair.

3. Sniping opponents behind objects at long distance unscoped. Let's say you're fighting someone at a long distance and he's hiding behind a barrier and you don't want to scope because it'll make you an easier target or because you're busy hugging a wall. Now the small crosshair will actually obstruct his model from your view, while with the larger crosshair, only the dot is covering his character. It's even more evident when he's being partially covered by a vehicle, thus eliminating your ability to guess your shots as the crosshair changes to red. This is not a major issue , but it can be the crucial factor deciding a close battle.

Now the "advantage style" is probably better at medium distances, where most Renegade combat takes place, and when sniping scoped...it's still a tradeoff, tho and I prefer the "normal style" because it's essentially the most balanced type of crosshair.

Clearly, it boils down to personal preference just like mouse sensitivity or mouse grip.