
Subject: Re: RSF Raptor

Posted by [Goztow](#) on Mon, 31 May 2010 07:27:47 GMT

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HaTe wrote on Sun, 30 May 2010 23:22 Well, first off, everybody does not have cp2, just as everybody does not have building bars - so in that essence, it does give a slight advantage (Not enough to be taken note off though, pressing a button over typing something out isn't a huge thing). So you would be all for TT releasing a feature that allows you to see building bar status with pressing a button, without having you pause from the game? It's the same thing as the c4 discussion really.

That's not the point. The point is both have been released on renforums and are freely downloadable here.

HaTe wrote on Sun, 30 May 2010 23:22 Quote: In my personal POV mines were ment to avoid people getting in buildings, not to be detonated from the outside.
(Proxy) mines were meant to kill people that stepped on them, no matter where. It all depends on the map and the situation on where you put them - on islands in a small game it's often better to put most of them at the tunnels. That is an opinion thing I suppose, but I don't really see why a moderators opinion on something like building bars should edit the original rule.of :
Quote: Cheats/Hacks: This forum fully supports RenGuard along with other anti-cheat solutions. With that said, the posting or advertising of cheats will not be tolerated in any way imaginable. When many people disagree that this is a cheat, and agree that the building bars feature is very similar in that of the c4 feature. One being bannable for releasing here, the other getting praised for a good release. I think that the rule should be edited if anything - on that of what specifically a cheat is, and what it is not.

No for two reasons: 1st you'll never get an exclusive list because new cheats will be imagined. 2nd because I don't aim to give a list of cheats for people to look up in google. That's the whole idea of censoring some words...

HaTe wrote on Sun, 30 May 2010 23:22 I see your point on the c4 feature vs building bars debate though - So the slight pause of the game to check building's health is considered a cheat if the pause is taken away, where as there is no pause to check the c4 limit, because simply pressing a button and looking at the chat screen does not pause the game? Yet as you said - Cp2 fixed that for the c4's, so in your argument, you sort of are calling that an unfair advantage, and even a cheat...

Normally Renegade has no c4 counter AT ALL. This was introduced by a combo of server side scripts and brenbot's !c4 command. The idea was to enable players to check for overmining. I think noone can be against this. Very rapidly players noticed this could be used as an advantage, to enhance your base security. So they started "abusing" it. CP2 made it easier with the key bind. So in my eyes it's not as much the instant information that's the "cheat" but the information itself. However, the information itself was generally accepted long before I arrived here + it's delivered server side meaning anyone can and will use it without client modifications. The difference between the general information via brenbot command and via HUD is smaller than the difference between the BB info on the HUD and pressing 'k', in my view. Which explains the difference of treatment.

People usually tell me they do feel the difference between playing without and with BB after they have taken BB off when they played with them for a while. Maybe you should try this?

I see a cheat as anything that can give a significant advantage to one player opposed to another player not using it. I'll give you an example of a mod that I don't see as a cheat: the circle weapon selection. I admit this is a personal interpretation but as long as it's communicated clearly, I see no opposition to enforce the mod's interpretation of a rule. Banned user got a clear warning so should have known better.

Quote:

Why I ask... well because these games allow users to do so many tweaks that would make your head explode.

Never played them, luckily .
