
Subject: Re: How are building bars, cheats?

Posted by [Gen_Blacky](#) on Sat, 04 Dec 2010 19:43:32 GMT

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Q: Why do you want building bars?

A: They give you constant access to building health status.

Q: Is that an advantage over the original ren?

A: Yes, of course. Otherwise you wouldn't use them.

B: they look cool.

Shaders are going to be dropped so no hud.ini when tt patch first comes out at least i think so.
Problem solved.

Altzan wrote on Sat, 04 December 2010 13:15: I agree with all this, but... why is this cheat in particular banned from distribution or whatever from the forums if others aren't? Advantage skins are cheat as well, but it seems no action is taken against those posted here unless they're particularly potent (W3D edits, neon emitters or suchlike). Recolors to brighter ones are frowned upon but not censored.

hud.in shaders give a greater advantage than this and not just buildings bars you can display all kinds of info on your screen. Building bars on your screen can determine where you're going to attack if the building gets saved or not. The damages get rendered on screen so you know exactly how much health the building has no matter where you are or what you're doing you can't just press k in a middle of a battle.
