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Subject: RenGuard Does, Indeed, Work

Posted by [flyingfox](#) on Fri, 02 Apr 2004 20:53:43 GMT

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Blazerdrkhaze^^ you have a point. I was about to say the mod is only helping what's already possible if you check the game clock when you throw it.. but the same can be said for skin modifications.

How can you say its the same for skin mods? The difference between a normal nuke beacon or timed c4, and one of those freaky glowing neon ones...thats a definite huge advantage.

Because even though a beacon/C4 explosive might be gold coloured and easier to see; when you do see it -- it was in your view screen at that moment in time and you could've seen it anyway. For example, you hear a beacon deployed. You run across the base, and spot it by the corner of a building shining in gold. Now, the gold on the beacon made it easier to spot, but technically, you could've seen it anyway because it was in your view screen at that time. Gold on a beacon doesn't make the difference between visible and invisible, it only helps the unconcentrated eye.

Which is the same with the C4 countdown mod, it's just that people tend not to look at the clock. Hence the countdown mod is helping what was already possible had the thrower bothered to look at the clock when they threw the explosive.

So does it not follow logically that both of these modifications are in the same league, advantage-wise? Without a skin, all you have to do is look closer at your screen. Without a sound, just look at the clock.

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