
Subject: Command & Conquer Coming to PSP
Posted by [PiMuRho](#) on Tue, 29 Mar 2005 17:20:32 GMT
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Analogue sticks are too linear for the mouse-style control that an RTS needs.

How long would it take to move your cursor from one side of the screen to the other with a stick compared to a mouse? How about drag selecting?
Why do you think RTS games haven't been a particularly big hit on consoles?
