Subject: Re: Changelist for scripts.dll 4.0
Posted by EvilWhiteDragon on Mon, 06 Oct 2008 17:16:34 GMT
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Jerad Gray wrote on Mon, 06 October 2008 15:33EvilWhiteDragon wrote on Sat, 20 September 2008 16:10Another reason why I think it makes more sense to directly discharge the ob as soon as the enemy is out of sight is that, if you know a thing or 2 about physics and such you would know that such huge targetable laser which can dispensate so much heat in so little time would use HUGE amounts of power. One could reason that the capacitors/generators in the ob would get (way) too hot to stay charged. Or that the energy stored in the capacitors would leak, specially since the laser will probably require low voltage, high current. This will generate loads and loads of heat, meaning that it would not be practical with our current knowledge on the subject.
Fair reasoning, of course this will make ob rushes a lot easier.
Not really, only more predicable about when the OB will fire. As in the old situation you had probably about 50% chance the ob was charged or discharged. If it was discharged, then the rush would be exactly the same as it is with this fix. If it was charged, then the OB would fire 1 shot faster then it should do, and that *COULD* change the course of the rush.
Problem is that that behaviour is not predicable for either teams, so as NOD you can't count on it firing directly and as GDI you can't count on it firing "late".
This can be good and bad for both sides, so for that reason I would choose the more logical way, which is, always discharge if there is no enemy in sight.