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Subject: Re: C&C 4 Coming!!!!

Posted by [Dover](#) on Mon, 27 Jul 2009 19:49:42 GMT

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R315r4z0r wrote on Sun, 26 July 2009 17:44 You asked me to explain to you one example that doesn't use logic or reasoning. Well I have one answer: Women.

Har har.

R315r4z0r wrote on Sun, 26 July 2009 17:44 @ But seriously, emotion. Emotions don't use logic or reason in all cases. One might start feeling depressed or anxiety for an unknown reason. And don't go and start talking about "chemical imbalances in the brain" because that's not what I'm getting at. Things we do can be compelled through emotion, regardless of if the action is logical or not. Look at the person who invented sky diving.

An unknown reason doesn't equal no reason. EVERYTHING has a reason, and mood swings are no different. As you already mentioned chemical imbalances in the brain is one thing. Ask anyone that sky dives, they have their reasons, ranging from conquering one's fear to doing it for the rush. NOBODY does something for no reason. No exceptions.

R315r4z0r wrote on Sun, 26 July 2009 17:44 If you don't wish to disbelieve something that is core in how your life is run, then that's totally fine by me. I'm not going to try and change how you run your life.

You're completely missing the point again. This isn't about changing or convincing.

R315r4z0r wrote on Sun, 26 July 2009 17:44 Also, fyi, my signature is a quote from an anime called "Tenga Topa Gurren Lagaan." It's not my direct words, but my implication on how the fictional quote be applied to life (whether it works or not).

Again, not to flame, but if the saying comes from an anime it only makes it that much faggier.

R315r4z0r wrote on Sun, 26 July 2009 17:44 Now, secondly, I forgot to reply to this in my last post. You asked me to share my idea about the production structures that takes the best of both worlds. This is what I came up with:

When you build a production structure, say a barracks, you put it on the map and then are allowed to queue up and produce infantry.

Now, when the barracks is set up, you would be given a certain "radius" around that structure. If you build another barracks inside of that radius, then you wouldn't be given a second queue, but rather an increase in how fast your units are produced. And I mean two barracks means infantry and made at half the speed. (So if you produce a rifleman in 5 seconds with one barracks, you would produce two riflemen in 5 seconds if you had two barracks). There would be a maximum speed of x3 (you could make more than 3 production structures in the same radius, but it would be a waste of time and money (for a lack of better thought)). And one more thing: the total amount of power consumption between similar production structures in the same radius would be less than similar production structures out of the same radius.

If you were to make a second barracks outside the radius of the first, then you would be given a second infantry queue to simultaneously produce infantry from different structures. Working either way has their own advantages. A sped up single queue of units is better for your economy while a multi-queue is better for multi-pronged attacks.

And it makes logical sense too. Different bases would produce out different groups of units. While structures that are closer together would use their combined resources, staff and facilities to reach a common goal faster.

I'm glad EA ignored you. That proposal presents the worst of both worlds. Speeding up production of a production queue is a poor consolation prize when compared to the ability to diversify your forces or get the full effect of the structure you're paying for. In addition it forces you to create multiple bases to get the second queue you payed for, which is unnessessarily difficult when not using the peon system.

You're deluding yourself if you think there's anything logical about a complex of 30 war factories when there's only one tank coming out of one of them. Explain to me how a sped-up single queue is "better for your economy"? You're spending the same amount of resources and getting the same amount of units in the same time frame, it's just they're producing in a roundabout illogical manner.

I payed for a second war factory, so I deserve a second war factory, not an upgrade to my first.

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