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

Posted by [R315r4z0r](#) on Tue, 28 Jul 2009 23:36:23 GMT

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Dover wrote on Tue, 28 July 2009 05:00 Because generally speaking anime is pretty faggy. I find this funny (whether your intending it to be or not) because you are doing what you say I do. Why do you think it's faggy?

Dover wrote on Tue, 28 July 2009 05:00 You seem to be misinformed (Or willfully ignorant) on how the economy in C&C works. If you're producing something twice as fast, you're losing your money twice as fast also. If a unit costs \$500 and takes 5 seconds to make and you speed him up to where he'll be done in 2.5 seconds, then you're being drained for \$200 a second instead of your original \$100 per second. It would be as if you're producing two units at once. The difference being if I'm producing two units at once, not only am I getting exactly what I purchased but I have the option of producing two different units at a time. This is, of course, assuming you're suggesting each additional structure speeds up production by exactly 100%. Any less and you're getting ripped off, and all the more reason to use the multiple queue system. Any more than 100% and it's WORSE for your economy because you'll be draining resources FASTER.

If you have idle periods in your matches then can I kindly suggest you L2RTS. If you've extended your production capacity beyond what your income can support, then you deserve the idle periods. Take a look at any match from any professional (Or even any high-level) gamer on any RTS and you'll always. always find that once a production structure is placed it almost never sits there idle.

Not necessarily. Lets say you have 1000 credits and are using multiple queues. You wish to construct two tanks, one via each production facility. However, the a single tank costs 700 credits. If you were to queue up a tank for each queue, you would run out of money before a single tank is produced. But if you had just a single queue that simply produced the units twice as fast, then you would at least get one unit out into the field before your resources got depleted. And, it would be in half the time of the normal queue speed.

However, it still goes to show that there really wouldn't be very much difference between the two methods, gameplay wise. Multiple queues just makes it easier for the game to play itself. (Just so long as you have the resources to back you up)

Personally, I would prefer to have a steady trickle of a single unit being produced every 3 seconds rather than two units being produced every 6 seconds. It might be the same in the long run, but at least it gives you some more forces to work with while you wait.

And I never suggested my general C&C matches composed of long idle periods of time. I was giving an advisory tip as to why it's important to make sure you have more money than you're looking to spend.

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