DeathLink6.0 wrote on Sat, 29 May 2010 14:47EvilWhiteDragon wrote on Sat, 29 May 2010 07:25
You just proved my point, they are very handy features to have. The downside of them are (I think) that it makes defending too easy (presuming everyone has them). It would be impossible to sneak in somewhere. Hell you wouldn't even need to lay down 5 mines per entrace anymore, as you'll directly notices when someons attempts to move in.
As answer I just quote myself.
Quote:Agreed but only in relation to the minecounter feature. Otherwise no.

Quote:Anyone ever wondered why you don't get EVA messages for every building that's under attack?
Yea and my answer is: EVA would spam messages for every little bullet and that would be annoying for players to hear every half second such a message. This is the one and only reason and not because covering sneaking techis.

I'm totally NOT convinced that BB would change the gameplay in a negative way.
I strongly disagree. If this were the case, then they'd have done an EVA message for each building and have a counter per building. Now there's only one EVA message per x time over ALL buildings.

Also BB is a much greater advantage than mine count because it warns you for immediate and urgent danger whereas the mine counter only tells you "there may be danger inside your base within > 30 seconds".