Subject: Re: RSF Raptor
Posted by DL60 on Sat, 29 May 2010 16:17:05 GMT

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Goztow wrote on Sat, 29 May 2010 08:02
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.

Maybe maybe not... with a counter for every building you would still have the problem with multiple short messages after each other.

Goztow wrote on Sat, 29 May 2010 08:02
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".

Don't forget I'm talking about the feature in general (if every would have it).

Okay maybe it has a negative effect if add bb permanently or not. I'm not sure. It is still nothing is proven for me. I think we have a too different opinions and views about this.

Independent from this. What about my two compromises?