
Subject: Re: How are building bars, cheats?
Posted by [Starbuzz](#) on Sat, 04 Dec 2010 16:09:13 GMT
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This topic has been discussed about 1000 times already and we have all gotten sick of it. However, in one of these topics, a honourable mod by the name of Goztow nicely put the entire argument in a simple nutshell:

Goztow wrote on Wed, 26 May 2010 01:57 When 5 arties are pounding your base while you are grouping up meds to destroy them, then a building can be dead within less than 20 seconds.

The difference between realtime info and pressing the key is a huge gap. I'd like to see someone fraps how he plays when he's constantly pressing the 'k' button long enough to watch the health of all buildings. If you want the same level of information as BB, then your gameplay will become totally wrecked because you need to keep doing it all the way throughout the game.

I followed up with an example:

Starbuzz wrote on Sat, 29 May 2010 12:54 Once on Under, I was SBH with grenade launcher from spawn. I went deep into the GDI tunnels and shot the Barr with my laser rifle prompting EVA to announce that it was under attack. I quickly switched to grenade launcher and grenaded the PP and took almost more than half its health away. A GDI player with BB will notice which buildings really needs repairs. Its this nice element of surprise that BB users don't seem to mind losing. The examples go on and on...

btw, I have played with BB's for 1 full day to know exactly what I am talking about. I am quiet unbiased and fair. And as Wiener nicely put it:

Wiener wrote on Sat, 04 December 2010 07:05 Q: Is that an advantage over the original ren?
A: Yes, of course. Otherwise you wouldn't use them.

inb4lock

File Attachments

1) [GTFO.png](#), downloaded 1542 times

