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

Posted by [R315r4z0r](#) on Mon, 27 Jul 2009 00:44:39 GMT

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@ Dover

A few things things.

You asked me to explain to you one example that doesn't use logic or reasoning. Well I have one answer: Women.

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.

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.

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).

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.

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