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Subject: Re: building bar derail - again

Posted by [R315r4z0r](#) on Tue, 06 Apr 2010 18:22:48 GMT

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No, I don't have it installed and I never had had it installed. And no, you're wrong. Not only did you misapplied my "logic," but your own logic doesn't make any sense.

Your application of the word advantage is incorrect. Something can't be an advantage if nothing is gained to aid the user. So people might say a pure white mammoth tank skin is an advantage but it does not make them right. If nothing is gained, then it is merely a change in design. Nothing more, nothing less.

To have an advantage is to cheat. And to cheat, you use resources and information and whatnot that is not available to other players. Since everyone has the information about building health available to them already by default, it is not a question of having more information than anyone else in the game.

You CAN'T say it is an advantage. But you CAN'T say it isn't either. Everyone reads their HUD and perceives the information differently. I don't care what you or anyone else says. There is absolutely no grounds to say that it is an advantage and there is absolutely no grounds to say that it isn't.

The building bars aren't about making the game easier to play. Nor are they there to 'make the HUD look cool' (although some might protest to that). They are there to let you do something that's already possible in the game another way. That is why it is not an argument about whether or not it is an advantage, it's an argument of whether or not it can or can't effect the game's flow, regardless of in who's favor.

Edit: Bolded for emphasis.

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