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Subject: Re: RSF Raptor

Posted by [Starbuzz](#) on Thu, 27 May 2010 02:30:11 GMT

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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.

This is the entire argument against buildings bars in a nutshell. If someone cannot understand this as well-decried by Goztow, then they obviously are suffering from TAP syndrome.

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