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Subject: Why is it that repair units can not repair themselves?

Posted by [gibberish](#) on Thu, 24 Jun 2004 04:46:09 GMT

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SuperFlyingEngin In Starcraft, it wouldn't make sense ...

I must admit it would be rather amusing if you went to get your car fixed and the mechanic came out with a repair gun. Pointed it at your car and fired blue light at it for 30 seconds.

That is until he charged you 300 bucks for it

But games "bend" the truth all the time, hell if every game was completely realistic we would have war/combat games that took 12 months to complete playing every waking hour.

So I think bending it here is not really an issue.

In the case of RTS I think its pointless and irritating to always have to build two repair units so that they can heal each other, just change the game rules so one self heals.

I think Rengade is probably a different kettle of fish, principally because it wouldn't be a lot of fun going round in pairs all the time, hence adding self-healing here would really change the game.

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