
Subject: Old ideas....

Posted by [IceSword7](#) on Sat, 12 Jun 2004 06:03:32 GMT

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Ok i remember a long time ago well over a year ago there was someone who posted some of these really good ideas.

Like the que line for the vehical purchase screen.

Im not sure if it was on this forum the old community forum or maybe it was the renevo forum.

If anyone has any recolection of what im talking about maybe you can find it and post it some of that persons ideas were really good.

Subject: Old ideas....

Posted by [Blazer](#) on Sat, 12 Jun 2004 06:14:11 GMT

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I remember it...it included simulated screenshots...its probably buried among the old posts.

Subject: Old ideas....

Posted by [Deactivated](#) on Sat, 12 Jun 2004 09:12:22 GMT

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All purchases should be timed.

As per C&C, a 1000 credit item should take 66 seconds (1 min and 6 sec) to produce.

Eg.

1 credit item takes 1.6 seconds to produce.

100 credit item takes 16 seconds to produce.

1000 credit item takes 66 seconds to produce.

Subject: Old ideas....

Posted by [Try_lee](#) on Sat, 12 Jun 2004 12:09:08 GMT

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Wasn't that how the power plant was originally going to work too, with purchases taking longer once it was destroyed? Instead we get some poopay pay more thing.

Subject: Old ideas....

Posted by [Deactivated](#) on Sat, 12 Jun 2004 12:12:21 GMT

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Try_leeWasn't that how the power plant was originally going to work too, with purchases taking longer once it was destroyed? Instead we get some poopy pay more thing.

"This building provides power to all other base buildings. When destroyed, player purchases and respawns take more time."

Subject: Old ideas....

Posted by [visorneon](#) on Sat, 12 Jun 2004 14:30:44 GMT

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That would have been a much better idea

Subject: Old ideas....

Posted by [Scythar](#) on Sat, 12 Jun 2004 16:22:27 GMT

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Try_leeWasn't that how the power plant was originally going to work too, with purchases taking longer once it was destroyed? Instead we get some poopy pay more thing.

Vehicle purchases DO take more time when the powerplant is destroyed. The harvester also unloads its cargo a lot slower.

Subject: Old ideas....

Posted by [visorneon](#) on Sat, 12 Jun 2004 18:22:46 GMT

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ScytharThe harvester also unloads its cargo a lot slower.

I always thought that was lag, lol
