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Subject: CNC REBORN : BIG UPDATE

Posted by [Dan](#) on Wed, 07 Jul 2004 07:12:45 GMT

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Ok Mr ACK, lets have a closer look at RenAlert shall we? ^\_^

- The model and texture for the M60 is good, however ingame it is too small. You should make it slightly bigger to make it more beefy.
- Flamethrower is crap, its just one texture trying to look like metal with a slight shine around the barrels.
- Your MCT is shit! Keyboard is too big, the screen is too boring, and for the time that the game is set it in should be a bit bigger than that. Add some more stuff underneath it to beef it up.
- The allied turret's actual turret texture looks like plastic! ITS A TONKA TOY xD add some burn back marks at the end of the barrel, that sucks as well.
- The Ore truck looks like a toy!
- The missile is concrete! Ph33r the flying cinderblock.
- Sam site metal is crap. No details apart from rusting.
- MCV is plastic.
- The mirror on the Demo truck is concrete.
- Why is there mud on the missile submarine when it spends all its time in the water?
- The anchor on the destroyer looks like it crashed with something.

Now onto the beta(s):

- Too many VIS errors, I wonder if you even spend 10 seconds looking for VIS glitches in even the most obvious places!
  - The missile on the V2 just stays there when it is fired, it should acutally go somewhere when it is shot.
  - When a bullet hits metal it leaves a hole the same size as your hand.
  - When facing a certain way in some places on some maps, the model of your character seems to go to a fewer poly one and looks crap!
  - The ore next to the refinery looks like piles of dirt.
  - People can walk through the gems. Change the collision settings so that people cant but vehicles can so that they dont get stuck.
  - Tesla Coil needs a charging animation, such as sparks flying from coil to coil so that we can time things like we can with the Obelisk.
  - Phase transport doesnt do enough damage to buildings.
  - The ranger is a box on wheels.
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