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Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Wed, 07 Jul 2004 07:53:45 GMT

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Which has what to do with how much Reborn sucks?

Pay attention, the M-60 was already fixed.

Flamethrower is what a real flamethrower looks like.

It doesn't fucking matter as to what time it was set in, it's in the 1960s which is more like the technology level of the 1980s, so computers that size are perfectly conceivable and implemented since Red Alert had them in at least one cutscene.

Apparently you never looked at the Turret because it has burn marks at the muzzle.

The Ore Truck looks like a dump truck that has a front end loader's attachment fitted on it.

The missile is made of metal, you're just too stupid to differentiate between concrete and metal.

MCV is crap, and hasn't been used in-game yet.

Wear some glasses when you look at the SAM Site because I can see a lot more than what you're obviously seeing.

It's not VIS, it's called vis. Vis is not an acronym. Some structures in Keep off the Grass had no exterior vis sectors and that's the only real place where a vis problem occurred since the interiors were what your client was basing its visibility information on. The next release does not have this problem, unlike Reborn since we actually fix our issues.

W3D doesn't currently support the missile going anywhere, but to know this you'd have to pay attention...

The bullet decal size was fixed already.

That's called level of detail, all games use it and we already adjusted it in the next patch.

That's because the Ore by the Refineries ARE piles of dirt you idiot, how do you think the Ore is extracted from the ground? It has chunks of Ore in it but it's mostly dirt.

You can't make something only collidable for soldiers, physical affects both soldiers and vehicles. Walking through gems is about as much of a complaint as being able to walk through bushes, find a valid complaint...

Tesla Coil is getting a charging animation.

Phase Transport is being removed so it doesn't matter.

The Ranger was redone for the next patch, but again to see this you'd have to pay attention.

I think a "take your head out of your ass" picture fits well here...

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