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Subject: CNC REBORN : Umagon

Posted by [bandie63](#) on Tue, 10 May 2005 18:24:25 GMT

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Sir PhoenixxYou were saying how it's stupid to suggest that the mod be exactly like Tiberian Sun, while no one suggested anything of the sort, which was my point.

You then went on to make some ridiculous comparison about how you could construct (a virtually) unlimited number of structures/units and that doing that in the mod would cause severe lag. That's a engine/genre "limitation", and isn't the same as suggesting that only the soldier that had a certain weapon should get that weapon and not everyone.

Yes, but In Tiberium Sun, 10 Basic Infantry could destroy a building with nothing but rifles... (assuming nobody attacked them.)

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