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Subject: CNC REBORN : Umagon

Posted by [Sir Phoenixx](#) on Tue, 10 May 2005 20:26:08 GMT

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bandie63Sir 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.)

In Tiberian Sun, 1 technician could destroy a building with just it's pistols, but you'd be waiting a long time.

I don't see what that has to do with what I said, since I didn't say anything about wanting or not wanting Reborn to be more like Tiberian Sun.

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