
Subject: Re: CnC Reborn Update: Nod Buggy
Posted by [Chronojam](#) on Wed, 17 Aug 2005 22:46:44 GMT
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I'll post here a reply to Renardin from Reborn:

Let me explain something people: Why adding a player you will barely see trough a black coloured window? Why delay the release more? try to understand chronojam :

He makes suggestions all the time to delay the mod. He is a friend of ack... No more to say... Just think about it. He won't stop us or delay the stuff. When we make a gun without the penis style westwood did, he complains to bring it... I mean wtf? When we do a pp accurate to the westwood render, he asks to change it... Flip-flop idiot got lost...

He won't succeed with his bullshit, we can go on without him.

First, the window shouldn't be black if you're including a driver. I'm surprised that Reborn lacks the 'creativity' to realize that based on their past attempts.

I make suggestions all the time to make the mod not suck.

I'm a friend of Aircraftkiller. No more to say since that's not relevent at all to this matter, at least you got that part right.

When you ignore a plethora of references from in-game content, yes I complain to bring the gun closer to how it should be.

When you ignore a plethora of references from in-game content, yes I complain to bring the power plant closer to how it should be.

In case you didn't notice, the power plant was based on ONE way-way-pre-release render. The gun was-- I don't even know, but you ignored way-way-pre-release renders, and in-game stuff. Explain that? I'm not flip-flopping at all, unless insisting in both cases to strive to match the in-game is flip-flopping.

You can go on without me, and fail just as well, Renardin, just like the last Reborn release. Cheers
=D

From our pal Exdeath7:

Look at it this way:

2000 polygon character

+

1024x1024 Texture map

+

2000 polygon Nod buggy

+

1024x1024 Texture map

=

Graphic slowdown

Huuuurm. We never had a slowdown with our Rangers in Renegade Alert, even when we used the exact in-game characters visible due to an error that occurred before making the latest patch public; even during a Ranger-rush, there was no slowdown.

But actual evidence aside (Reborn cares little for that), we'll look at the numbers you have. First, you don't need to have a 100% accurate-to-outside infantryman in there. You can easily cut polygons left and right. Second, you won't need to use a 1024x1024 texture map on him (especially if you stupidly keep a black windshield like Renardin would apparently want). So at most, you're essentially adding merely one more player's worth of visual detail to the game-- without adding any of the physics calculations, lighting effects, latency issues... and how long do you expect the buggies to stay alive anyways, and how long do you expect them to stay in service on a map once a team has enough credits for other things?
