
Subject: Re: CNC Reborn Update: Lightmaps
Posted by [Aircraftkiller](#) on Thu, 17 Nov 2005 00:12:45 GMT
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Quote:I wonder if Aircraftkiller will ever be able to accept that Reborn has produced superior graphical quality on the w3d engine than he can produce on the same scale for BF2 [note that I wouldn't say on the BF2 engine, since he's yet to get anything in-game], or in high-definition renders with 3DSM, or even that he ever produced in his many years working with W3D.

As of yet you're one of the few people I've seen that have the opinion that Reborn has "superior" graphics. Assuming it to be a fact, that doesn't explain a few things:

Reborn isn't released yet and is about a year and a half overdue.

Reborn has yet to show much real progress in the engine, which was already basically mastered by my team long ago, with a focus on gameplay over graphical capabilities like faked lightmaps.

Furthermore, I don't refer to Retardin when I talk about having things in-game. I don't say "Retardin has yet to get something in-game" and I would ask your forgiveness if I have, for I know he's not capable of doing it without a team - unfortunately for him they're as moronic as he is; with few exceptions. So tacking the time my team is taking (Which is only a year, surprisingly close to how long it took to get work in-game with the Renegade Alert project) to get work into the engine solely on myself is not only unfair, but also misleading and nothing more than untrue.

Now if I had spent the time getting buildings (Notice they have nothing else but a single building yet. Why is this? No terrain?) lightmapped or texture baked, it wouldn't look much different from what's shown there, especially if I had a high end graphics card in order to show off things in a way that most people never see them. I'd like to see that screenshot again without any sort of texture filtering besides what the engine has, and without anti-aliasing. Of course that would make it look horrible, now wouldn't it?

Quote:Bottom line is, Reborn, when released, will probably have far better graphics than Renalert produced for Renegade

Be that as it may, I'd rather have what we've got right now: A functional release with patches being worked on over a few pictures that nobody can play with.

Quote:I guess, Aircraftkiller, that your whole approach of 'I'm not gonna put detail on this replica of a poorly-made early 90's design if it wasn't put there by the original creator' hasn't really paid off.

In your opinion, perhaps. Then again, your opinion is what gets companies like Electronic Arts to destroy games and make them unlike what they were intended to be. All in the name of artistic liberty, right?

Quote:But even if Reborn had far inferior graphics, they still show more relative and appealing progress

What progress... Two years of nothing but pictures? Even then, who are you to speak on this

matter? Your Star Wars project hasn't gone anywhere, I haven't seen any releases of it and it's not going to even work right in the engine due to the way VTOL physics are defined for anything that flies. So, again, what's your point? You're in the same boat that my BF2 team is, right now, and you've still failed to produce anything for a game that's three years old and has almost no players left. Kudos to you, my good sir, I still continue to find amusement in how Reborn follows your pathetic lead.

Quote:than Aircraftkiller's never-ending acid trip which is so undeservingly called a "modification" for a game to which they've made no apparent modifications - only random 'artistic' creations about as relevant to BF2 as a street painter's work is to a museum's fine art collection, as they are yet to implement ANYTHING.

Now it's my team, and not just me? Keep your story straight when you argue, it's a good way to make a point without contradicting yourself.

Quote:1. "Inactive" - an excuse for why Aircraftkiller hasn't gotten anything done lately

Being inactive because I have a girlfriend and moved to a new state is an excuse? I suppose it is, actually. It's a rather good excuse, actually; a reason for being unable to work on something in the capacity that I desire to. I wasn't aware that I needed to stay in Florida, against the rising cost of living, just to satisfy your own wants. That is selfish and moreover stupidity at its finest. When you get a job and have to support someone who depends on you to take care of them, and furthermore actually live in the world without your parents, give me a call you stupid kid.

Quote: it seems like RA:APB is dead in the water.

That's how I work. When Renegade Alert was first started, it took a year to get everything ready for the engine we were working with. After that was streamlined and ready we got further updates done and over with. However it doesn't help when my computer is in another room, unable to be set up at the moment.
