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Subject: Re: C&C Reborn : Feb 2008

Posted by [EvilWhiteDragon](#) on Sun, 20 Jan 2008 13:29:30 GMT

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[NEFobby[GEN] wrote on Sun, 20 January 2008 00:03]EvilWhiteDragon wrote on Sat, 19 January 2008 17:17[NEFobby[GEN] wrote on Sat, 19 January 2008 20:03]Ironically, one of the Reborn maps is called "Freezeover"...

Ironically, we had a playable beta WITH vehicles back in dec 2003 :/ and a playable alpha WITH vehicles back in july/augustus 2003

So what happened all that while?

You guys just remade and remade and then again decided to remake the inf, buildings and apparently vehicles too? And now you'll probably "just" have to do the balancing :\

Remaking textures on certain vehicles doesn't slow down the mod. It only takes a few minutes to upload new textures into the editor; and texture artists who don't know how to use the editor have nothing else to do while they're waiting.

Yes there were vehicles, and yes the vehicles are being worked on for another release. But since the infantry are pretty much done, why not release that first, since vehicles may take another couple months?

We could release vehicles with it, but if you really want that, you'd have to wait longer. Might as well play with what we got while waiting for the vehicles pack.

You didn't read did you?

Back in mid2003 you already had a working game, just with balance issues. So what the hell have you been doing for the past 4 and a half year? Stripping vehicles, obviously, and probably remaking and then again remaking and then again remaking the models...

They are fucking not interesting, it's about gameplay.

That's all I wanted to say, thank you.

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