Subject: System Spec's for Reborn & Error reporting
Posted by JPNOD on Wed, 27 Feb 2008 15:30:35 GMT

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I was wondering what does the Reborn team see as the systems spec's to be able to play Reborn?

Because I can't find any. And I noticed when playing that it does use more CPU and GFX power then C&C Renegade (This shouldn't be a problem for most of us)

I also had to update my Direct-x, had 9C. but it gave me an error I will post the log later. Eventually I installed the November build of Direct-X 9C. And it worked.

Just saying that it might be handy to post the System Requirements with the beta, so people don't go bezerk when they can't play the game.

And maybe a FAQ or something along the lines of error reporting which can be worked into a FAQ. So that people can't come for unexpected stuff.