

---

Subject: Re: Reborn stuff

Posted by [Starbuzz](#) on Sat, 29 Jan 2011 18:57:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

R315r4z0r wrote on Sat, 29 January 2011 12:23Starbuzz wrote on Sat, 29 January 2011 10:41btw just curious, do you HAVE to wait for 4.0? Is there a technical possibility of you releasing it and gaining a playerbase for it and then follow up with the 4.0 version? Just a suggestion...I don't know how that works.

No, Reborn can't be released without Scripts 4.0. Scripts 4.0 is more than just graphical effects. It houses many of the core game components that are essential for the mod to work.

Without Scripts 4.0, Suberttainean vehicles wouldn't be able to go underground, amphibious units wouldn't be able to cross water, Jump Jets wouldn't be able to fly as well as they do now (they would be laggy like in the inf beta), vehicles like the Juggernaut, Artillery and Tick Tank wouldn't be able to deploy, the the AI defenses wouldn't work as optimal as they do now, the MKII weapons wouldn't work, etc, etc.

A lot of things in Reborn require the use of Scripts 4.0, not having it would totally destroy the mod's playability.

Thanks so much for the details! This clarifies a lot of things.

---