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Subject: Re: This place is dead

Posted by [Deactivated](#) on Mon, 28 Feb 2011 21:19:40 GMT

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Just dropping by to clean up my old profile.

Generalcamo wrote on Wed, 23 February 2011 00:08: Beta Renegade was a LOT different, in a better way. Orcas had a realistic opening hatch. Most Units were modeled after FMVs in TD. Havoc was a gritty commando, named Logan, who is seen in the tutorial. Many aspects were different, such as grenadiers and flamers and Chemmers exploding on death. I mean the whole game was more realistic. And EA killed it.

Call it Executive meddling and Development hell.

If all of elements of Tiberian Dawn were incorporated to a semi-realistic 3D shooter there would be no way to pass ESRB's Teen rating, meaning no Germany release or Walmart sales.

But that is not the reason why there are no open-topped vehicles. It is the result of poor coding/design they were unable fix, so instead the vehicles were redesigned so that the occupants don't need to be visible or have entering animations (such as the character jumping in and opening/closing doors).

This is what happens when visible vehicle occupants are enabled:

Vehicle models can tilt but character models inside them can only rotate horizontally. In effect, if the vehicle rolls over on its roof, your character will have its head sticking out the floor. Vehicle occupants are invincible, meaning you can't kill them while they're riding a vehicle. Entering animations don't work, they're either disabled or the coding is incomplete/broken.

Now I think of it, I did have an attempt years ago establishing a project with the purpose of making a mod based on TD and make it as Third person shooter/hybrid RTS that took as if everything was real. But it was too big for its own good and a money drain.

That's all folks!

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