
Subject: Re: Tiberian Sun: Reborn is nearing release.
Posted by [danpaul88](#) on Thu, 23 May 2013 14:56:23 GMT
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Taz wrote on Thu, 23 May 2013 11:21 In all seriousness; i look forward to playing it. I thought it wasn't that broken, just severely unbalanced and missing certain features.

The beta you played wasn't broken no, the files we inherited however were very broken after years of being passed from pillar to post. No fault of any one individual, just a lot of accumulated problems created over time by inconsistent file management. The old team didn't have a single person who was responsible for managing builds and as a result new builds would sometimes end up missing out files that a previous build had added... it was a bit chaotic.

It took us many months to even track down source files for a lot of assets, some are still missing to this day and we have outstanding bugs that we can't fix without losing assets we have no source for. That's actually partly why you'll recently have seen jonwil releasing improvements to the W3D importer.

EvilWhiteDragon wrote on Thu, 23 May 2013 14:00

So, if I understand correctly, this is the result of the 3rd or 4th complete redo of Reborn?

I guess you could call it that... it's loosely based on the Infantry Beta released some years ago, but with a lot of the extraneous cruft removed (such as units that served no real purpose other than to exist and weren't in TS), vehicles added (obviously) and new features such as EMP mines, ion storms, Cyborg Reaper nets, AI SAMs & front gun on the MkII, new & improved subterranean logic, stealth detectors and generators, etc, etc...

We started a new bug tracker a few months back to improve tester and staff communication and make sure bugs actually get fixed instead of sinking off the top page of the testers forum and being forgotten about. This screenshot is taken after a new build was released to the testers so the number of new bugs is artificially higher than normal, but you'll see from this that we are busy getting this shippable;