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Subject: my thoughts, for what it's worth.

Posted by [Nukelt15](#) on Thu, 25 Dec 2003 04:55:04 GMT

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Keeping in mind I have NO clue how to mod, or how they work, etc...unbiased "consumer" opinion here:

After having spent the better part of four hours going over every action I could think of with reborn, I can honestly say it has not lived up to the expectations I had for it.

Actually, It's really, really bad. Worse than my sister on PMS bad.

The single most disgusting problem, IMHO- deployable units are more lethal to the driver than to the enemy. Not so bad when you deploy them, but forget about UN-deploying them, especially with the juggernaut- the vehicle either crushes you as it un-deploys, or you fall out of the driver's seat to your death(juggernaut). In fact, there is only one good driver for the juggernaut, and that's a jump-jet infantry, simply because they fall slower. Really, that's just wrong.

An interesting problem with the subterranean units(other than the rather unimaginative "underground" maps): While toasting an RPG tower with a devil's tongue, with 3/4 of full health(not to mention the untouched driver inside), I instantly die, vehicle and all. All other defenses were gone, so it could not have been anything else. No explosion, no death cry from the soldier. One minute I'm there, the next minute I'm shimmering in front of a purchase terminal. Now I knew there was alien technology in TS, but this is ridiculous.

The jump jet infantry...yeah, come on. More like "spring shoes on speed", because that's just about all it is. You jump. You move. You come down. There's no way to sustain your flight; you have to land no matter what. That's not jump jet, that's a regular jump. You'd be better off making the jumpjet a vehicle; at least then it would be able to have hovering like the original JJ infantry.

The refineries look nothing like the TS refineries. Not even a resemblance. Not only that, but the harvesters sometimes can't even "dock" all the way, so no income for you.

While I'm on harvesters, the ultimate canyon map has a problem with this: the GDI harvester path runs through the refinery, not around it; the damn thing can't get out of the base unless you ram it with something. This isn't much of a problem once you have vehicles, but it shouldn't happen; more attention should have been paid to that.

Vehicles don't always spawn when purchased. The orca fighter and harpy, for example(at least from what I've seen) must be purchased twice to appear.

And as everyone else says, the installer blows goats. Nothing should EVER be released without a decent installer. EVER. Imagine if Westwood had released Renegade with a faulty installer, and we had to manually take the files from the CD and put them in the directory? I can't speak for anyone else, but I'd ask for a refund. Too bad you can't get refunds for free downloads.

With a LOT more work, this COULD turn into something decent. But this wasn't ready for a public release.

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