

---

Subject: I think Reborn sucks.

Posted by [warranto](#) on Thu, 01 Jan 2004 22:03:02 GMT

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

---

Depends if the bugs were known about and major. Like what Reborn was released with.

'serious' bugs released with Reborn:

- Invincible jumpjet infantry (there in beta as well)
- Ob won't fire on mammoth when it stands still (in beta as well)
- Refinery in Canyon has no collision settings other than projectile (it can be hit, but you can walk -or drive- through the walls)
- certain units can go off the map in some levels. (in beta as well)
- jumpjet infantry can fly underground
- repairing subterranean vehicles (at least the flame tank) causes you to warp above ground/underground repeatedly... I hope no one who suffers from epilepsy witnesses it.

'serious' bugs in the initial Renalert release

- spy is not ignored by base defences
- vehicles get stuck in Weapons Factory
- some weapons to massive damage to MCT

I'm sure there is more for both sides, but this is all I noticed/remembered.

---