
Subject: CNC Reborn : Various Updates
Posted by [Spice](#) on Thu, 21 Oct 2004 01:03:45 GMT
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The decision has been made to remake all vehicles from the old Beta , of Reborn. The bombers foild will open when dropping bombs and close when not.

Model/UVW Unwrap: Permagrin
Texture: Renardin (Photoshop)

<http://www.reborn.communityteam.de/renardin/forum/viewtopic.php?t=1479>

And the RPG Tower componet was also finally textured. The Vulcan and SAM componets still are awaiting UVW unwraps.

Model: Sod.X
UVW Unwrap: Exdeath7
Texture: Renardin

<http://www.reborn.communityteam.de/renardin/forum/viewtopic.php?t=1477>

Finally the Nod pistol. This will be carried , well , by nod soldiers. I'm sure we all know what it is used for.

Model: Sod.X
UVW Unwrap: Nightcrawler
Texture: Renardin
Rigging: Nightcrawler

In-Game:

Subject: CNC Reborn : Various Updates
Posted by [glyde51](#) on Thu, 21 Oct 2004 01:08:49 GMT
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QUESTION: What does the ORCA Transport do and how do I use it?

EDIT: Can I post Reborn on my site? Is there a Reborn manual...

Subject: CNC Reborn : Various Updates

Posted by [jonwil](#) on Thu, 21 Oct 2004 01:17:25 GMT

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The orca transport would (if it is added) function like the transport helicopter in ren.

Subject: CNC Reborn : Various Updates

Posted by [bigejoe14](#) on Thu, 21 Oct 2004 01:21:50 GMT

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The laser pointer on the pistol is way too long.

Subject: CNC Reborn : Various Updates

Posted by [CnCsoldier08](#) on Thu, 21 Oct 2004 01:22:32 GMT

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On the RPG..the yellow in the warning stripes is too bright..make it dark yellow.

Subject: CNC Reborn : Various Updates

Posted by [AircraftkillerX](#) on Thu, 21 Oct 2004 01:34:14 GMT

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Good job ! I like the orca.

Subject: CNC Reborn : Various Updates

Posted by [Spice](#) on Thu, 21 Oct 2004 01:43:56 GMT

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glyde51

EDIT: Can I post Reborn on my site? Is there a Reborn manual...

No manuel yet and yes you can post updates on your site just make sure you give the link in the update to the Reborn site :

<http://www.cncreborn.com>

<http://www.reborn.communityteam.de>

Make sure not to give the people the wrong impression that the home site is your site.

Subject: CNC Reborn : Various Updates

Posted by [glyde51](#) on Thu, 21 Oct 2004 01:53:04 GMT

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Can I post a la mod itself on my site?

Exdeath7No manuel yet and yes you can post updates on your site just make sure you give the link in the update to the Reborn site :

<http://www.cncreborn.com>

<http://www.reborn.communityteam.de>

Make sure not to give the people the wrong impression that the home site is your site.
icon_wink.gif

Can't... decipher... meaning...

Subject: CNC Reborn : Various Updates

Posted by [SuperFlyingEngi](#) on Thu, 21 Oct 2004 02:13:40 GMT

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I really like the stylzed look of the new ORCA bomber, but the tails that extend back to support the tailfin look a little small. Other than that, nice work!

Subject: CNC Reborn : Various Updates

Posted by [Vitaminous](#) on Thu, 21 Oct 2004 02:53:13 GMT

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bigejoe14The laser pointer on the pistol is way too long.

Plus, you're not even supposed to be able to see the laser unless there's smoke, -100 for the realism, REBARN!

Subject: CNC Reborn : Various Updates

Posted by [glyde51](#) on Thu, 21 Oct 2004 02:59:17 GMT

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Bleh, oh well, it looks cool. I was using this pistol for Renegade until I got RenGuard and it didn't agree, so now I just sorta have to play Reborn to stare at the pistol. I don't think the Renegade engine understands such realism anyways.

Subject: CNC Reborn : Various Updates

Posted by [Sn1per XL](#) on Thu, 21 Oct 2004 03:06:27 GMT

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Aprimebigjoe14The laser pointer on the pistol is way too long.

Plus, you're not even supposed to be able to see the laser unless there's smoke, -100 for the realism, Reborn!

Well, that's the only way you can see it, and if there was a sand storm you would see the laser anyway.

Subject: CNC Reborn : Various Updates
Posted by [glyde51](#) on Thu, 21 Oct 2004 03:10:17 GMT
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Yay! Reborn is posted onto my site!

Check it: <http://142.161.71.136/trielite.html>
<http://142.161.71.136/renegade.html>

Is this okay?

Subject: CNC Reborn : Various Updates
Posted by [Vitaminous](#) on Thu, 21 Oct 2004 03:16:01 GMT
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Sn1per XLAprimebigjoe14The laser pointer on the pistol is way too long.

Plus, you're not even supposed to be able to see the laser unless there's smoke, -100 for the realism, Reborn!

Well, that's the only way you can see it, and if there was a sand storm you would see the laser anyway.

Heh, there's no point.

Subject: CNC Reborn : Various Updates
Posted by [PointlessAmbler](#) on Thu, 21 Oct 2004 05:06:55 GMT
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It's stylized, Aprime. That actually isn't uncommon (*coughRenegadecough*). It is way too long though. From what I see the Nod pistol looks pretty good, but I'd like a closer view of it.

The Orca looks decent, other than the fact that the camoflaugedoesn't line up on the UVW map. Fix that.

The RPG Tower looks like it was made out of a single slab of scratchy bedstone, not metal. At

the very least, make it look like it was actually assembled out of multiple pieces (you know, like real machinery?) instead of carved out of a generic material.

Subject: CNC Reborn : Various Updates
Posted by [Aircraftkiller](#) on Thu, 21 Oct 2004 05:15:50 GMT
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Don't forget the muddy appearance of the Orca itself, along with the horridly undermapped (or poorly painted) tail fins on the bomber.

The bombs look like ass.

Subject: CNC Reborn : Various Updates
Posted by [rm5248](#) on Thu, 21 Oct 2004 09:02:55 GMT
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How did you do that laser sight?

Subject: CNC Reborn : Various Updates
Posted by [Sir Kane](#) on Thu, 21 Oct 2004 09:17:57 GMT
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It's a simple cylinder.

Subject: CNC Reborn : Various Updates
Posted by [warranto](#) on Thu, 21 Oct 2004 13:59:04 GMT
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AircraftkillerXGood job ! I like the orca.

Anyone else find it interesting how Renardin has to create a dummy account in order to get his work complimented?

Subject: CNC Reborn : Various Updates
Posted by [Sir Phoenixx](#) on Thu, 21 Oct 2004 14:56:26 GMT
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About the Orca Bomber...

The parts of the model in front of the engines look alright, the rest of it (the tails, fins, etc.) look

really messed up and out of proportion.

It looks like there was no attempt what-so-ever to get the camouflage on the main body to match up with the camouflage on other parts, almost no part on the Orca Bomber matches. There's also no variation, or scratches, or dirt on it.

The RPG...

As far as I can tell, the model looks alright, it just looks like he just slapped a bunch of shapes together, with little modifying, instead of extruding, and trying to make it look like it was actually built. It also has some UVW mapping problems in some places.

The pistol...

It's design isn't all that good. It's missing (as far as I can tell from those small screenshots) the ejection port, a slide or cocking lever. Also, unless you can actually implement it right (As in, when on it's only a red dot on the target, and not a cylinder in the model painted red, the gun is more accurate with it, and has less spread or something similar, etc...) then the laser is absolutely pointless.

Subject: CNC Reborn : Various Updates
Posted by [sniper12345](#) on Thu, 21 Oct 2004 15:11:14 GMT
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warrantoAircraftkillerXGood job ! I like the orca.

Anyone else find it interesting how Renardin has to create a dummy account in order to get his work complimented?

If that's true, well, all my opinions about Renardin are changed.

Subject: CNC Reborn : Various Updates
Posted by [Phil162](#) on Thu, 21 Oct 2004 16:25:06 GMT
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warrantoAircraftkillerXGood job ! I like the orca.

Anyone else find it interesting how Renardin has to create a dummy account in order to get his work complimented?

wow, if that is renardin then thats just sad

Subject: CNC Reborn : Various Updates

Posted by [Sn1per XL](#) on Thu, 21 Oct 2004 16:37:22 GMT

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Lol, that looks like something he would do.

Subject: CNC Reborn : Various Updates

Posted by [sniper12345](#) on Thu, 21 Oct 2004 16:55:44 GMT

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Ya, the typing style is so similar.

Subject: CNC Reborn : Various Updates

Posted by [Shappy](#) on Thu, 21 Oct 2004 17:23:46 GMT

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if the other say that's true then it's a very sad topic

Subject: CNC Reborn : Various Updates

Posted by [WNxCABAL](#) on Thu, 21 Oct 2004 18:26:44 GMT

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sniper12345Ya, the typing style is so similar.
what, english?

Subject: CNC Reborn : Various Updates

Posted by [Vitaminous](#) on Thu, 21 Oct 2004 20:27:40 GMT

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warrantoAircraftkillerXGood job ! I like the orca.

Anyone else find it interesting how Renardin has to create a dummy account in order to get his work complimented?

LOL.

Guys, remember that Warranto is a moderator, so basically he has the power to do "IP checks", and it looks like he did.

Subject: CNC Reborn : Various Updates

Posted by [TankClash](#) on Thu, 21 Oct 2004 20:50:20 GMT

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No sir, I don't like it.

Subject: CNC Reborn : Various Updates
Posted by [glyde51](#) on Thu, 21 Oct 2004 21:12:20 GMT
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Why do people hate Reborn? Grow up people

Subject: CNC Reborn : Various Updates
Posted by [cheesesoda](#) on Thu, 21 Oct 2004 21:15:09 GMT
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Disliking a mod is childish? Hmm...please explain.

Subject: CNC Reborn : Various Updates
Posted by [Spice](#) on Thu, 21 Oct 2004 21:26:50 GMT
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We get the picture , No need to go off topic.

Subject: CNC Reborn : Various Updates
Posted by [forsaken](#) on Thu, 21 Oct 2004 21:34:03 GMT
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Well, if that's what he has to do, oh well I guess.

I'd just post under my usual name, though would wait until a significant sum of game updates have been done, and just provide links to the original forums where the work was shown and commented.

So only those who really care to see and give advice have to post on the mod's forums.

So this way you give Reborn fans on the Renegade forums a chance to see update without having to visit the Reborn site regularly, and since you posted all the links to the info, whatever advice is given is on the Reborn forums, not here. So you post once, don't bother looking back at all the subjective bash-Reborn comments. Simple, I'm sure those who regularly comment would do so on the Reborn forums, so you won't have to bother reading through a lot of against-Reborn-bias that doesn't contain helpful criticism!

As far as the work goes, those who previously commented on the models seems to be right on. About the yellow, and the skin and general on the RPG (give it some more metallic feel, give it stractches, make it look somewhat worn. Imperfect qualities make things like this look better). All the small, but important aspects of the models Sir Phoenixx are right as well.

As far as the laser goes, it isn't possible to have the laser 'dot' appear on other models at a certain range?

Subject: CNC Reborn : Various Updates
Posted by [Renardin6](#) on Fri, 22 Oct 2004 15:11:20 GMT
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Subject: CNC Reborn : Various Updates
Posted by [Aircraftkiller](#) on Fri, 22 Oct 2004 20:16:26 GMT
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Camoflauge doesn't match up on most surfaces, painted "tail rudder" doesn't match up, aircraft surface is too bumpy to be a flight surface...

Subject: CNC Reborn : Various Updates
Posted by [Renardin6](#) on Mon, 22 Nov 2004 12:12:17 GMT
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lol, old thread and shits are back and unlocked...

Subject: CNC Reborn : Various Updates
Posted by [Spice](#) on Mon, 22 Nov 2004 12:18:25 GMT
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Renardin6lol, old thread and shits are back and unlocked...

This reminds me , Let me add reflective looking windows to the bomber.

Subject: CNC Reborn : Various Updates
Posted by [Renardin6](#) on Mon, 22 Nov 2004 12:19:22 GMT
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nah, thekgbspy has done that long time ago !

Subject: CNC Reborn : Various Updates
Posted by [Deactivated](#) on Mon, 22 Nov 2004 12:41:04 GMT
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j_ball430Disliking a mod is childish? Hmm...please explain.

But is there really need for stating "I hate Reborn" one million times?

Subject: CNC Reborn : Various Updates
Posted by [cheesesoda](#) on Mon, 22 Nov 2004 14:58:35 GMT
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SeaManj_ball430Disliking a mod is childish? Hmm...please explain.

But is there really need for stating "I hate Reborn" one million times?
You do realize that was a month ago, right? I never said there was a need to stating that excessively, but I was just stating that you can dislike a mod without being childish.

Subject: CNC Reborn : Various Updates
Posted by [icedog90](#) on Mon, 22 Nov 2004 23:35:31 GMT
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Renardin6lol, old thread and shits are back and unlocked...

He's back. Lmao, he can never keep his word.

Subject: CNC Reborn : Various Updates
Posted by [Slash0x](#) on Tue, 23 Nov 2004 06:20:18 GMT
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Atleast all the BS about "omfg! It's concrete and plastic" is gone... :rolleyes:

Subject: CNC Reborn : Various Updates
Posted by [icedog90](#) on Tue, 23 Nov 2004 06:43:40 GMT
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Renardin6nah, thekgbspy has done that long time ago !

Ok, I think it's about time to correct you. You don't space punctuation in the English language.
For example:

Renardin's way:

"wee !"

The English way:

"wee!"

Get it? I hope you do.

Subject: CNC Reborn : Various Updates
Posted by [sniper12345](#) on Tue, 23 Nov 2004 08:43:33 GMT
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The 1337 way:

"WH33334343434343433334343!11-Z0R"

Subject: CNC Reborn : Various Updates
Posted by [cowmisfit](#) on Tue, 23 Nov 2004 11:40:49 GMT
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Aprimebigejoe14The laser pointer on the pistol is way too long.

Plus, you're not even supposed to be able to see the laser unless there's smoke, -100 for the realism, Reborn!

Is half the F**King stuff in Tiberian Sun real?? Nooo, is it a real place, NOOOO. :rolleyes:

Subject: CNC Reborn : Various Updates
Posted by [Renardin6](#) on Tue, 23 Nov 2004 17:56:34 GMT
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icedog90Renardin6nah, thekgbspy has done that long time ago !

Ok, I think it's about time to correct you. You don't space punctuation in the English language. For example:

Renardin's way:
"wee !"

The English way:

"wee!"

Get it? I hope you do.

Didn't know that!

In french : On le fait ! (we do it!)

Subject: CNC Reborn : Various Updates

Posted by [WNxCABAL](#) on Tue, 23 Nov 2004 20:31:14 GMT

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cowmisfitAprimebigejoe14The laser pointer on the pistol is way too long.

Plus, you're not even supposed to be able to see the laser unless there's smoke, -100 for the realism, Reborn!

Is half the F**King stuff in Tiberian Sun real?? Nooo, is it a real place, NOOOO. :rolleyes:
Some of these guys life orientate around the virtual world, they don't see the outside/real world.
Give em credit

Subject: CNC Reborn : Various Updates

Posted by [Aircraftkiller](#) on Tue, 23 Nov 2004 22:31:07 GMT

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The physics of a laser beam would not change in the Tiberian Sun universe. Lasers are only visible when they pass through something that reflects their light back to your eyes.

Subject: CNC Reborn : Various Updates

Posted by [Vitaminous](#) on Tue, 23 Nov 2004 22:38:09 GMT

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Exactly.

Subject: CNC Reborn : Various Updates

Posted by [Renardin6](#) on Wed, 24 Nov 2004 00:29:32 GMT

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It's a game...

Subject: CNC Reborn : Various Updates

Posted by [Vitaminous](#) on Wed, 24 Nov 2004 00:39:54 GMT

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And you're a retard.

Subject: CNC Reborn : Various Updates

Posted by [m1a1_abrams](#) on Wed, 24 Nov 2004 01:14:14 GMT

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There are two obvious examples of unrealistic lasers in the Tiberian Sun universe, those being the Nod defence laser and the laser fence (since they have "laser" in the name, I would assume that they're meant to be actual lasers)... both of which feature large, clearly visible beams.

This means that firstly, Westwood used the same artistic license with their laser beams, so it's only being true to the source material... and secondly, that there must be some kind of advanced laser technology going on since they can make physical barriers from it. Who knows what futuristic lasers look like.

Subject: CNC Reborn : Various Updates

Posted by [Aircraftkiller](#) on Wed, 24 Nov 2004 01:42:03 GMT

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That's for something you can already see. Why would a non-damaging laser beam emit that much energy? It's just a dead giveaway to where you're at.

Subject: CNC Reborn : Various Updates

Posted by [m1a1_abrams](#) on Wed, 24 Nov 2004 02:22:18 GMT

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The only reason is that it's a cool effect, or at least I think so. Sure it wouldn't be that desirable if you wanted to be stealthy, but neither would a giant walking tank. Like I said, Westwood used a fair amount of artistic license in their own art, so it doesn't really bother me since I don't have a problem with the ideas in Tiberian Sun.

Arguing about stuff like this is a good way to spend free time though, don't you think?

Subject: CNC Reborn : Various Updates

Posted by [Vitaminous](#) on Wed, 24 Nov 2004 03:11:03 GMT

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Yes, because everyone knows that fancy red light beams are cool.

Subject: CNC Reborn : Various Updates

Posted by [Slash0x](#) on Wed, 24 Nov 2004 07:42:21 GMT

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Its a game...that what makes it fun, to see unrealistic things happen or could happen. Twisted Metal is so unrealistic, but it's fun to play. So why bother over the tactical crap? :rolleyes:

Subject: CNC Reborn : Various Updates

Posted by [Renardin6](#) on Wed, 24 Nov 2004 11:13:03 GMT

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I don't know why... If they care so much, it's because they want Reborn and can't admit it.
:rolleyes:

Subject: CNC Reborn : Various Updates

Posted by [mattc1515](#) on Wed, 24 Nov 2004 11:21:30 GMT

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erm wouldn't it make sence if the laser sight from the pistol point to the middle of the crosshair?
:crazy:

Subject: CNC Reborn : Various Updates

Posted by [WNxCABAL](#) on Wed, 24 Nov 2004 11:41:02 GMT

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Girls Girls Girls...

It is just a game,

no game is perfect, no game is 100% realistic!

Is GTA: SA Real? Does it have real textures? No.

Is HL2 Real? No.

What makes any C&C Game or Modification any different?

Just grow up. This is getting beyond stupid.

Subject: CNC Reborn : Various Updates

Posted by [glyde51](#) on Wed, 24 Nov 2004 13:57:12 GMT

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Long live mods for Renegade

Subject: CNC Reborn : Various Updates

Posted by [cheesesoda](#) on Wed, 24 Nov 2004 14:42:36 GMT

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_TFWxANDY_Girls Girls Girls...

It is just a game,

no game is perfect, no game is 100% realistic!

Is GTA: SA Real? Does it have real textures? No.

Is HL2 Real? No.

What makes any C&C Game or Modification any different?

Just grow up. This is getting beyond stupid.

Now that's just going over the top. Of course, games can't be 100% realistic, but they do have to have some realism. If games were 100% life-like, your character would get tired after an hour of play and have to take break. In order to make the game playable, some realism has to be sacrificed. In cases of things that could be made realistic without changing the gameplay (or maybe even for the better) then it should be done. I.E. the laser point. There's no point in having a visible laser beam...that's just not stealthy at all, and makes no sense.

Edit: I just realized that there is no such thing as a "laster" point, so I changed it to read "laser".

Subject: CNC Reborn : Various Updates

Posted by [Pendullum](#) on Wed, 24 Nov 2004 14:45:22 GMT

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True, but aren't games supposed to give you the chance to bend the rules of reality? Although I agree about the laser sight, you don't always have to have realism to make a good game.

Subject: CNC Reborn : Various Updates

Posted by [cheesesoda](#) on Wed, 24 Nov 2004 15:01:42 GMT

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I know that, but when you're involving things that are realistic (humans) and you follow the basic laws of physics (gravity), then why not use common sense and make the laser beam realistic. It doesn't change the gameplay either way, but it does make a hell of a lot more sense to make it realistic. Whether or not it's the "future" or in a "new world", logic still leads you to believe that they're not going to have a laser point like that.

Subject: CNC Reborn : Various Updates

Posted by [Slash0x](#) on Wed, 24 Nov 2004 18:22:26 GMT

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j_ball430I know that, but when you're involving things that are realistic (humans) and you follow the basic laws of physics (gravity), then why not use common sense and make the laser beam realistic. It doesn't change the gameplay either way, but it does make a hell of a lot more sense to

make it realistic. Whether or not it's the "future" or in a "new world", logic still leads you to believe that they're not going to have a laser point like that.
When I saw "gravity", it reminded me of the Gravity Gun in HL2. Now that was fun...Lol.

Subject: CNC Reborn : Various Updates
Posted by [Jecht](#) on Wed, 24 Nov 2004 19:17:04 GMT
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hey im not in the situation to complain, i couldnt do better...

Subject: CNC Reborn : Various Updates
Posted by [Renardin6](#) on Wed, 24 Nov 2004 23:17:24 GMT
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j_ball430I know that, but when you're involving things that are realistic (humans) and you follow the basic laws of physics (gravity), then why not use common sense and make the laser beam realistic. It doesn't change the gameplay either way, but it does make a hell of a lot more sense to make it realistic. Whether or not it's the "future" or in a "new world", logic still leads you to believe that they're not going to have a laser point like that.

Well forget games just do your real life then, because control your actions with a keyboard and a mouse and see yourself on third person view is not realistic. Duh...

Subject: CNC Reborn : Various Updates
Posted by [cheesesoda](#) on Wed, 24 Nov 2004 23:24:09 GMT
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SEAL needs to see this. Retardin, you just proved my point in another thread for me. Thanks. Also, I said you have to sacrifice realism for playability. This is one of these instances.
