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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Chronojam](#) on Thu, 17 Nov 2005 00:23:14 GMT  
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PaRaDoX wrote on Wed, 16 November 2005 18:36Coolrock wrote on Wed, 16 November 2005 17:46But Reborn does suck  
have you played it? at all? even seen ingame action? or anything? becuse what i can tell from the screenshots its going to be a dam nice looking mod with all the lightmaps and what not

From what I've seen of the "old Reborn" and the "New Reborn", a number of brand new bugs I've never even known to have existed in the engine beforehand have now been formed. It's incredible.

It might be nice looking, but something people have to stop saying is "omg accurate 2 tha movies!" and "WOW SO ACCURATE" to things that are blatantly, well, not accurate at all. Not even due to what might be considered "nitpicking," there's some really obvious problems that keep slipping through. I sometimes wonder how much pre-production review Reborn's objects go through before being called final. It's so much easier to fix things before they're "done," but Reborn knows this because it's a major excuse that things that actually need fixing don't get redone or modified.

Reborn historically has a problem with "the numbers." Two vs one vs three, two versus four, etc. I leave you with a closing thought:

I remember when years ago, SK made one of our infantry have a cape and fly around like Superman. Up until that point, no other mods had such a thing. I feel we will be copied =O Just like with those lightmaps that nobody knew about and discussed on Renforums back in December 2002. I mean, "What lightmaps?"

Edit: Remote linking to images keke

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