
Subject: Re: CnC Reborn Update: Nod Rifle
Posted by [Chronojam](#) on Wed, 17 Aug 2005 22:10:29 GMT
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Hopefully your audience? Otherwise just give everybody a black square with random Nod logos for one team, and a tan square with random GDI logos for the other (Remember!! You must use random ones-- mix up Black Hand with TS-Nod, and throw in some TD-Nod for good measure! Add in all sorts of prerelease GDI logos despite GDI having nearly identical logos in TD and TS both without anything near the eagle-holding-missiles that you want to put), and let them go at it with identical characters whose only differences are shoulder pads, backpacks, and pants-- But have a few made-up units tossed in that sadly are the best things you have going for you.

That's almost what's happening now actually. There's been some damn good progress but what the hell do you call this rifle, seriously? How can you include this thing? It's like insulting yourself. The shotgun was so much better. The sniper rifle was so much better. Why must you gay yourselves up right when you've convinced some people you've pulled yourselves out of the hole? It's sad. Don't do it. It's like letting your recovered-alcoholic friend take a hit from your bong (it makes sense in the way I'm using it, but I bet you expected me to say "have a sip of your drink") -- wtf are you thinking? The Hand of Nod was great. The lighting was a bit... whatever. Compared to the rest of your stuff and the Renegade Hand of Nod, wow! Then you pull this lame-ass Power Plant out and your only defense is one early render versus in-game content... and that's what frustrates me the most, it's like you're purposely keeping your mod shitty for no damn good reason at all. Granted, I have a lot of fun posting like this. And people have contacted me to say it's entertained them. However, you're trying to make a mod that's fun and polished, not give me a way to blow through some free time and practice writing.

coughs
