Subject: Re: westwood.com
Posted by Kanezor on Sun, 04 Sep 2005 18:23:59 GMT
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There's only a few things that I liked RA2 over TS.

RA2 definitely has a better interface. The build menu is always in order (that is, if you build a war factory, a repair pad, and tech center... then the repair pad is destroyed then rebuilt, the units that the repair pad allowed are not placed at the end of the list. Also, there are four build lists. Infantry and vehicles are separated, as well as base defenses and construction/tech buildings. It results in a much cleaner (meaning easier and faster to use) build interface.

Tiberian Sun's vehicles' speeds are very sporadic. You go up a hill and the speed drops to half. They get to the top and they speed up for two cells, then turn and go to a shit speed again. They finish turning and speed up for three cells... then end up rolling over a different type of terrain and their speed goes to the shithole again. RA2's vehicles' speeds are much more consistent. While it's a good idea that vehicles get slowed down due to terrain and elevation changes, TS seems to have the slowdowns overexaggerated in my opinion.

Other than that, Tiberian Sun's graphics look much better (as in, much less cartoony). Tiberian Sun also has a much better plotline in my opinion.