
Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [GEORGE ZIMMER](#) on Fri, 22 Feb 2008 23:56:15 GMT
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Maybe because the Renegade engine doesn't really work with MCV's. Renegade, APB, and fuck, pretty much every mod don't have MCV's.

Why the hell would Reborn *poof* have them for no apperent reason (Pretty sure it's impossible to attach controllers to stuff ingame) when Renegade didn't?

I could go on for ages as to how STUPID it is to ask for MCV's, but I'm pretty sure everyone, including yourself, knows that.

As for infantry vs vehicles, I'm sure they've already worked most of that out. If you recall, there's videos with stealth tanks, wolverines, titans, and the like. So I'm sure the majority of the balencing will have already been worked out.

When the official vehicle patch comes, then we can test it there. I doubt they'll just leave the project once vehicles come out.
