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Subject: Re: CnC Reborn isn't Duke Nukem Forever...  
Posted by [havoc9826](#) on Sat, 23 Feb 2008 02:36:25 GMT  
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Cabal8616 wrote on Fri, 22 February 2008 15:56 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.

Renegade: Sole Survivor's Convoy mode had a computer-controlled MCV drive around, and when it was destroyed, the round ended. It regenerated its own health, but nothing else, since multiplayer SS didn't have any accessible buildings beyond the AGT and Obelisk.

I have no idea if it's possible, but it would be interesting if an MCV could deploy (it would still have to be treated as a vehicle, though) and cause health regeneration for buildings while deployed. I know this is possible for a building embedded in a map (e.g. the MCY on C&C\_Last\_Stand), serverside bots can apply health regeneration to infantry/vehicles (e.g. Dragonade's veteran system), and the modder Reborn's Ion Storm effect can apply damage to a building when it hits, so couldn't the server somehow create a repair damage event to the building health while an MCV is deployed?

Granted, the practicality of actually using MCVs in C&C Reborn, or even Renegade on maps that don't have a MCY already in them, is quite low. Unless a build limit or "only one MCV's regeneration is applied" would be instituted, games that go on long enough for a team to buy multiple MCVs, deploy them, and leave them alone (due to their high health and armor; and if instituted in C&C Reborn as a vehicle, unbalanced susceptibility to capture only by a Mutant Hijacker) would create very odd building regeneration and destruction mechanics.

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