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Subject: System Spec's for Reborn & Error reporting  
Posted by [JPNOD](#) on Wed, 27 Feb 2008 15:30:35 GMT

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I was wondering what does the Reborn team see as the systems spec's to be able to play Reborn?

Because I can't find any. And I noticed when playing that it does use more CPU and GFX power then C&C Renegade ( This shouldn't be a problem for most of us)

I also had to update my Direct-x, had 9C. but it gave me an error I will post the log later. Eventually I installed the November build of Direct-X 9C. And it worked.

Just saying that it might be handy to post the System Requirements with the beta, so people don't go bezerk when they can't play the game.

And maybe a FAQ or something along the lines of error reporting which can be worked into a FAQ. So that people can't come for unexpected stuff.

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Subject: Re: System Spec's for Reborn & Error reporting  
Posted by [Scrin](#) on Wed, 27 Feb 2008 15:37:13 GMT

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new reborn is great, but main problem its los fps ingame (wol, 10 ppls ingame, max fps=20)

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Subject: Re: System Spec's for Reborn & Error reporting  
Posted by [JPNOD](#) on Wed, 27 Feb 2008 15:42:31 GMT

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Scrin wrote on Wed, 27 February 2008 10:37new reborn is great, but main problem its los fps ingame (wol, 10 ppls ingame, max fps=20)

That's why I would like to see a system spec topic.

Granted the Core 2 Qaud I ordered just for Reborn can eat this game for breakfast.

But the Renegade\_only\_PC which I had to update today in the 4 years that I have this PC. doesn't. And it's not a bad PC in terms of playing Renegade because I can play Ren in huge ass servers with 30 fps (50 players on the following config)

p4 2.6 800fsb, HT  
512mb Dual channel  
Raid0  
Geforce 4 Ti 4200.

1024x768.

But since I had to update my Direct-X for the first time in 4 years I knew something changed haha.

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Subject: Re: System Spec's for Reborn & Error reporting

Posted by [JPNOD](#) on Wed, 27 Feb 2008 15:44:16 GMT

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I just noticed that the Reborn forum has a technical support/bug report forum. All it needs now is a Q A or FAQ so that people can have it with the next installer.

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Subject: Re: System Spec's for Reborn & Error reporting

Posted by [terminator 101](#) on Wed, 27 Feb 2008 16:02:30 GMT

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JPNOD wrote on Wed, 27 February 2008 10:30And I noticed when playing that it does use more CPU and GFX power then C&C Renegade ( This shouldn't be a problem for most of us) Speak for your self. I can already barely play Renegade at the lowest setting with steady FPS(Even the Renegade alert would sometimes give me more FPS ). So I guess I will never be able to play Reborn, since my PC is a laptop.

My only hope is that it will be remade as a mod for UT3(But I do not expect that to happen for another three years, if at all), so that I can play it on PS3.

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Subject: Re: System Spec's for Reborn & Error reporting

Posted by [mr£Äz](#) on Wed, 27 Feb 2008 17:01:06 GMT

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i play on 60 FPS

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