

---

Subject: Tiberian Sun

Posted by [Encrtia](#) on Sat, 26 Jul 2008 12:37:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I was going to sign up and ask about C&C Tiberian Sun a while back, but I stumbled across C&C Reborn, which was pretty damned cool. But I was thinking, it doesn't actually allow you to merge FPS with RTS with buildings, and so I carried on searching. I then, came across a mod for Armed Assault, which, I looked into.

This mod was specifically designed for FPS mergeing with RTS, and so I started questioning them about it. And now, they've moved to Crysis, and creating the mod Tiberian Genesis for Crysis. So, I thought, if anyone out there like the idea of FPS RTS and liked Tiberian Sun, I'd suggest looking at tiberian Genesis

And out of interest, is there a FPS RTS for Renegade that I missed?

Encrtia, out

---

---

Subject: Re: Tiberian Sun

Posted by [GEORGE ZIMMER](#) on Sat, 26 Jul 2008 13:15:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Actually, Reborn is going to have buildings that will be rebuildable. Possibly, you'll have multiple places to put them on. Reborn (The person, who is also the leader of Reborn) will have to clarify this for sure, but yes.

It'll certainly have more of an RTS feel to it.

---

---

Subject: Re: Tiberian Sun

Posted by [R315r4z0r](#) on Sat, 26 Jul 2008 15:41:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

But seriously, let's face it. If there is a match lasting 20 min, 30 min, and your team, after pressing harder and harder, finally manages to take out the enemy War Factory, don't you think it is sort of a let down to them to hear it was built back up?

I think that rebuilding structures should only go as far as minor defense, silos, walls, and possibly the power plant (heavy, heavy cost requirement though). However, building structures up in the first place should be a matter of choice for the team who builds them.

So people should be able to chose were to build structures. But if the structure is destroyed (and is not in the list I made as what structures should be rebuildable) they should not be able to be rebuilt.

---

Subject: Re: Tiberian Sun

Posted by [cnc95fan](#) on Sat, 26 Jul 2008 16:10:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

If the WF was taken out then it should be able to be repurchased for something like 20,000 credits.

---

Subject: Re: Tiberian Sun

Posted by [mrÄ&SÄ-z](#) on Sat, 26 Jul 2008 19:49:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

cnc95fan wrote on Sat, 26 July 2008 11:10 If the WF was taken out then it should be able to be repurchased for something like 20,000 credits.

No they should make the original price and the original building HP's etc and we only should get money by harvester

---

Subject: Re: Tiberian Sun

Posted by [GEORGE ZIMMER](#) on Sat, 26 Jul 2008 19:53:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Should depend on the map. I don't think EVERY map will have the "every structure is rebuildable" function, just a few maps. Namely, the ones with a construction yard present. Meaning, just like in TS, take out the CY, and they're fucked.

---

Subject: Re: Tiberian Sun

Posted by [R315r4z0r](#) on Sat, 26 Jul 2008 20:03:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Rebuildable structures, I believe, are bound to the construction yard.

No construction yard = no building structures.

---

Subject: Re: Tiberian Sun

Posted by [GEORGE ZIMMER](#) on Sat, 26 Jul 2008 20:33:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I think Reborn said minor base defenses will be rebuildable on certain maps though, ones that don't include the CY still.

---

Subject: Re: Tiberian Sun

Posted by [cnc95fan](#) on Sat, 26 Jul 2008 22:04:45 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

It would be difficult to do with a building that has a downstairs.

---

---

Subject: Re: Tiberian Sun

Posted by [Muad Dib15](#) on Sun, 27 Jul 2008 02:32:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

The buildings in Reborn don't have downstairs. Actually the interior is set up in LE. I don't know how this would work, but if the building is in a location in the beginning of the game, it will probably build back up there. This has been discussed at length over there.

---

---

Subject: Re: Tiberian Sun

Posted by [R315r4z0r](#) on Sun, 27 Jul 2008 02:40:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yea they do. Hand of Nod? The entire structure is underground.

I think they will just have a plane or something that covers the hole in the ground where the structure would go if the structure isn't built yet.

---

---

Subject: Re: Tiberian Sun

Posted by [JoeBro](#) on Sun, 27 Jul 2008 21:25:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Encrtia wrote on Sat, 26 July 2008 07:37 I was going to sign up and ask about C&C Tiberian Sun a while back, but I stumbled across C&C Reborn, which was pretty damned cool. But I was thinking, it doesn't actually allow you to merge FPS with RTS with buildings, and so I carried on searching. I then, came across a mod for Armed Assault, which, I looked into.

This mod was specifically designed for FPS merging with RTS, and so I started questioning them about it. And now, they've moved to Crysis, and creating the mod Tiberian Genesis for Crysis. So, I thought, if anyone out there like the idea of FPS RTS and liked Tiberian Sun, I'd suggest looking at Tiberian Genesis

And out of interest, is there a FPS RTS for Renegade that I missed?

Encrtia, out

What are these C&C FPS games you speak of?

---