
Subject: CNC REBORN: Refinery

Posted by [sloth4urluv](#) on Fri, 13 May 2005 04:56:11 GMT

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

Ok guys this is what im trying to say. I have absolutely no problem with constructive criticism but you 2 arent really doing that. Check out a comment that is of worth value to me. Tells the problem and a solution. Sir Phoenixx The outside of it looks pretty good, but the interior needs to be redesigned.

It doesn't look like there's a place for the harvester to unload the tiberium, the tiberium storage tank on the back of the harvester is supposed to go into the refinery, but there's a solid wall in the way, then a lobby of sorts behind it. The two tall cylindrical objects on top of the refinery don't seem to go anywhere.

Even if it's not animated to show it unloading/etc., the interior should still actually look like it's in a refinery.

(Also, the harvester looks a little too small compared to the refinery in those screenshots.)

Now ACK

YOU SHOULD TAKE SOME ADVICE FROM YOUR OWN FORUM!

A: Saying you dislike something without saying why or giving a suggestion to improve is not tolerated.

B: Be thoughtful in your replies. We work hard and expect little in return except a bit of respect for our sanity.

C: Do not take threads off topic, that is what the general discussion and off topic sections are for. <http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=6433>

I think you kinda violated all 3 of those.....

AircraftkillerWorse than that, you'll never find a Refinery that has nothing inside it. Even the Tiberian Dawn Refinery had an interior inside one of the videos, and it's extremely detailed with loads of pipes and grates everywhere.

This is just completely barren and shows no resemblance to a Refinery whatsoever. Also, why are you rendering this shit in 3D Studio when you can put it into Rendegade's engine?

Remember, it's Nod, not NOD.

I do believe you said it yourself it was a rendered video. and im not exactly going for the extremely detailed cluttered look.

AircraftkillerI'm still waiting for you to add something to that Refinery. When it gets a functional looking interior it might actually be a decent structure, but knowing Reborn anything you do will make it end up sucking like always.

Thanks anything we do just sucks I guess.

AircraftkillerWhat players, genetix? You really think Reborn will get finished, much less have more than three people playing it?

Just because you don't notice interior detail does not mean it should be a barren room.
So you want us to spend alot more time adding more detail, but you also say by the time we finish there will only be like 3 people playing it?

I have nothing against your opinion but how does this help me make the ref better?
j_ball430You want to get your mod out by the summer? Which summer exactly? 2005? 2006? 2010? If you rush your work, it'll end up shitty. A good example of this is the game you're currently modding. Why sacrifice quality for time constraint? It's not like you're going to finish this mod anyways. Might as well make it look as good as you can before you throw it away, that way you can try and argue that your mod wasn't a failure once you do throw it out.

Why shouldn't you care about details? Details are what make everything. Putting detail into your work shows dedication and love for what you're doing. Plus, leaving out common sense things just goes to show how much intelligence, or lack there of, the team actually has. If you don't care about the details, your mod's going to end up like the last Reborn team's release.
There is a difference between model detail and quality, and detail isnt directly related to the fun factor either. and plus what good is a mod that by the time its finished nobody will play it?

What exactly was your opinion there for me?
j_ball430You're a fucking retard. You want your opinion from the players, but then you ignore them if it's not praise. FFS, grow the fuck up.

Where do you get that idea? I wouldnt post my work if I didnt want feedback?
j_ball430I see no point in being polite to morons.

Yes, you do ignore comments. You may read them, but that doesn't mean that you actually take them into consideration. If they're small minor details that everybody unanimously agrees with, then you adjust a little bit, but other than that, you don't care what others think unless it's a god damn praise.

No, you idiot. It's not just from this thread that I've come to the conclusion that you don't give a fuck about one's opinion unless it's something that you want to hear. You've never been one to actually take others' opinions into consideration unless it was either your assramming buddies or your brown nosing followers. Try to not be so fucking stupid.
I just dont like listening to comments from ACK that suggest that its going to suck no matter what. It dosnt really accomplish anything.

I guess your still assuming that im just going to leave the inside the way it is? It was just meant to show the layout.

j_ball430You're not taking the time to make a quality mod just so you can get it out for the summer. You're just doing a halfassed job to "give the people what they want", but what they want is a good mod.

No shit what you read above is sarcastic. Did you have someone tell you that, or did you figure it out all by yourself?

And still you just continue to say nothing of value.

j_ball430How am I changing the subject when you bring up my sarcastic remark? I knew you were

stupid, but that's just a new low.

Yes, you're going to rush your release, and it's going to suck. I have no doubt that it'll be better than the old Reborn team's release, but that's not saying much.
