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Subject: Re: Reborn Infantry Beta

Posted by [Jonty](#) on Sat, 01 Mar 2008 21:51:57 GMT

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It'd be good if it wasn't unbalanced, didn't have all the bugs (people getting stuck in the most OBVIOUS of places, like putting the silo too close to the PP on some map, I spotted a few errors in maps etc. I thought this was tested?), and the textures were more consistent (I see high resolution in some areas it doesn't really matter (outside barracks, for one) and crap textures on the players.

Also, crappy EA logo is crappy.

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