There's two main things I'm not liking (not counting glitches or bugs or the fact that it's a Beta, as all of that is to be expected).

One is the new HUD system, almost all of it. It's not as easy to keep up with IMO (sometimes even hard to see since it's transparent, even though the numbers aren't), and new interface system of it is just generic and, well, pretty bad. I liked the C&C health bars, and I liked the C&C targeting box system. These Green lines are annoying seeing through the ground and buildings, and the health bars aren't easy to see either. The new reticals are fine though. This really takes away alot of the feel of the original.

The second is the lag. My system and connection is fine, so it isn't that. I can tell the difference between a system that can't generate enough FPS and server lag. There were 30+ players at the time, but it will need to be able to hold up to that if it's going to want players to stick around.

Edit: Would just like to clarify that I joined another server with 30 people, and it was fine with regards to lag. Either the previous server wasn't sufficient with hardware, or when alot of vehicles are used, it bogs down.