
Subject: Reborn moves to Source

Posted by [_ToXiN_](#) on Wed, 01 Dec 2004 02:41:42 GMT

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The Dead Six.

C&C Mod that has been for source for nearly an year now or something, honestly if I look between Reborn, Commando, RenAlert and The Dead Six ... well D6 will pretty much wipe the floor with the other mods, why? Simple, they have Dante.

See in the grand scheme of the HL2 community, I think RenAlert, Reborn and Commando will all get stuck in the "Oh, yeah, I've heard of that mod" level, pretty much they will not be anything special, they might have a few cool features, some cool units and so on, but they will never dominate over the HL2 community like they did here.

Why? Well it's very simple, the HL community has some of the best modelers, scripters, skimmers [texture artists] (so that certain people don't make a point of avoiding everything else in my post to make a mute point, if they reply.) and so on, they exceed the skills of the RA, Reborn and Commando team, and pretty much will be making mods themselves that will most probably be better than the three.

See those people who have already made names for themselves in the HL community and are well known most probably will not be very tolerant of petty Mod wars that are coming over from other communities that span the length of many forums.

Breaking your way in to a community with the 'We big bad mod people, we rule the fuck out of all you other mods' will most probably get yourselves branded as jackasses and shunned by most of the well respected people in the community and it's very likely that hiring on more team members would be made fucking hard for you.

Pretty much if Renardin and Aircraftkiller and the two mods and their fanboys keep going at each others necks while trying to move over to Source and trying to be accepted by the HL community, they'll pretty much be digging their own graves.

Here RenAlert is the alpha mod, but there, on the otherside of the community fence, where the land of HL2 is? RenAlert will just be 'A mod' so will Reborn and Commando, but D6? now see it seems to be pretty known around those parts already.

Pretty much, Renalert will not be wiping the floor with other mods over there, they won't even come close, they'll just be another mod, not dominant, and they probably won't have anything spectacular to add anyway, if they do they may rise above the avarage mod, but that's about it. Renalert will not rule the HL2 community, nor will Reborn.

And D6? They might, there's a good chance they'll go right up there with the 'best mods around the HL2 community' you know, like BF42 has DC and EoD and other such mods that are the most played? I'm guessing D6 is going to make its way there.

Why? They have Dante, best damn coder this community had to offer when he still was around,

seems like he pretty much taught SK to code and so on, he's a good leader, has been at making D6 for a long time and such.

And what will I do? Well I'll get HL2 when I can afford it, play the mods as they come out and see which I like the most, and right now I'm putting my money on D6.

hums the tune to 'Fire water burn'

Oh common, it wasn't THAT long...it took the duration of that song to write! shouldn't take any longer to read.
