
Subject: Reborn moves to Source

Posted by [SuperFlyingEngi](#) on Fri, 03 Dec 2004 01:46:43 GMT

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Well, I suppose it was inevitable that a thread like this would show up sooner or later. "Omg Reborn moving too s0urc3! p0serz0r!"

...Please.

It's not like there are hundreds of different game engines around. Source is the big new thing, and Reborn is hopping into the band wagon. What's so bad about that? I really doubt they heard about RenAlert doing it, and made their decision entirely on someone else's choice. Source is the big new thing, and who doesn't want a great physics engine to build a game around.

Although Reborn's transision is certainly more commendable than RenAlert's.

RenAlert up and decided to abandon their Renegade following, many of whom are only here because they don't have enough money to purchase better hardware, which can be more than a \$1,000 transision from a Renegade computer to a Half-Life 2 computer. Hell, I dropped \$220 for a 9800 Pro. Reborn genuinely understands why their support base is there, the reason for many of them being that they have nowhere else to turn. So, Reborn chose to finish up their mod on the w3d engine, and then, once that's done to build the mod again on a different engine. Whereas RenAlert's website now claims that they will be releasing a "fix-everything-perfect" patch. But wait. No promises! This is just if they decide to ever get around to it while they're having so much fun on the Source engine. The A-man apparently figures that his computer can play Half-Life 2, so if anyone else's computer can't, then they are wrong.

You all need to quit sucking up to ACK, and open your eyes. Reborn following the lead of another? I don't think so. Water always flows downhill.
