

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Chronojam](#) on Tue, 15 Nov 2005 05:31:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Why did my timeline, accurate to the day, get deleted? It makes Renardin's post seem awfully strange, all there by itself. It explains some things too.

Me2.26.02

For the first time, experience the C&C universe up close and personal as you fight it out on the ground among the...  
-Renegade released, featuring 3d FPS C&C action with reasonably modeled and textured (for the era) objects; maps come with lighting created using pricey Lightwave software-

3.30.05

Structure Update: Soviet Barracks

The Soviet Barracks is a more hardened-looking structure than its Allied counterpart, but serves exactly the same function...  
-RA:APB releases an early shot of its barracks for the BF2 project; Noted that doors, for example, will be added once other details are incorporated including a highly detailed interior-

6.1.05

Gone GOLD!

It's official soldier! Battlefield 2 has gone GOLD and will soon be headed in your direction...  
-EA releases to the public what I consider to be the most buggy piece of software they have ever made. At time of second patch, "Over 400" problems remained to be fixed, according to their news page-

11.10.05

"Hey look at this"

-I am shown the barracks interior with some lighting effects done-

11.11.05

My 4th anniversary with Samantha. I love you hun <3

11.14.05

CNC Reborn Update: Lightmaps

ok, first off, we have been hard at working knocking off items as we put them in-game...  
-Reborn lighting work becomes public at Renforums-

---