
Subject: Re: C&C Reborn : Feb 2008

Posted by [Renardin6](#) on Sun, 20 Jan 2008 17:25:46 GMT

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It wasn't based on C&C Renegade

It also didn't have buildings that looked very similar to the buildings you have

It didn't have the same name

It didn't have Renardin in the team either

It didn't have infantry that was called and looked pretty much the same

It didn't have vehicles that looked pretty much the same either

Let me write the history of the mod:

December 2003: Deezer releases the crappy Reborn we all know. This mod wasn't what I call a working game. It used to crash PC, was impossible to install with a simple click and well... it was the "reborn sucks" in all its glory! We didn't want to keep it.

April 2004: I take over the mod, I don't have much help, I do my best to learn how to texture and find staff.

December 2004: people like night, SpartnII, PermagrIn and Exdeath joins me to help, let's say that we really start a new set of models and texture there. We have still no mod at all and use the old Reborn for tests.

2005: A lot of work done on level edit is lost, people join, people leave, we have to redo the whole LE work several times.

2006: First test ever that we get, you even come with the nice orca script, we are testing a lot. Unfortunately, like the years before, a lot of drama and staff changes delay us as hell...

2007: First Internal test with testers and many since.

2008: Hell freezes over!
