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Subject: Re: C&C Reborn : Feb 2008

Posted by [EvilWhiteDragon](#) on Mon, 21 Jan 2008 19:59:18 GMT

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Renardin6 wrote on Mon, 21 January 2008 14:52 Several reasons:

- Renegade has many fans and is so far the only "C&C mode" game ever done.
- Strong mods (APB, AR, Reborn and many others keep making awesome work for the community)
- Scripts and new possibilities. Recently a lot of features have been unlocked by talented coders and this allow us to make more.

Example:

Mech unit:

Reborn 2003: same sound repeat and does not follow the walk animation. The mech keep walking. If you go backward, it makes the MJackson dance...

Reborn Vehicle Test 2007: Mech walks when you move. Walk animation stop when you get out or stop the vehicle. The animation play backward when you go back. The sound of the foot hitting ground happen only when the foot hit the ground (sound linked to the frame.)

New graphic improvements: see the sky in APB... And there is many more to come.

Mods keep this community alive in a way, not only Reborn as I said but also APB, AR, RolePlay, Scud Storm, etc...

With all the new stuff I have seen from modders recently, my interest is higher than ever.

And I said soon because of AR, APB and Reborn. Why? You have no idea how the quality has been improved for the three mods, by seeing all the internals I can promise you the next months will be hot for our mods, we will show you what we can do

Ok, fair enough...

But, somehow the TC's are not played that much really, much the same with fanmaps.

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