
Subject: Re: C&C Reborn Beta
Posted by [R315r4z0r](#) on Sat, 17 Jul 2010 00:14:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dover wrote on Fri, 16 July 2010 17:27halo2pac wrote on Fri, 16 July 2010 11:51then why the hell was this posted? (I might just be a bit slow).

If it came out 7 years ago... and it was announced, released, and hyped.... all done with by 6 and a half years ago... just doesn't make sense...

unless this is an update?

This is just to remind you that reborn is just the same vaporware it was seven years ago, despite all the hype it's gotten between then and now.

Really, it wouldn't be so bad if the developers just admitted it and said "Yeah, we've got our thumbs in our asses and aren't really doing much else" or said "Yeah, we're too busy doing important real-life things like snorting coke. We can't be bothered to work on that shitty mod". What makes them targets for this kind of ridicule is that they pretend like the release is just around the corner.

At least when Blizzard releases things Soon™, they actually deliver eventually, and it's actually well worth the wait.

There is a difference between not releasing something because it is incomplete and not releasing something because they aren't allowed to.

Reborn is the ladder.

Reborn, just like the next version of APB, uses scripts 4.0. Scripts 4.0 is the property of Tiberian Technologies. If Reborn was to release a public version of the mod in the current state that it is in, then they would be going over the heads of the guys at TT; basically leaking the private build of scripts 4.0.

The bottom line is this:

Reborn cannot be released until Tiberian Technologies release scripts 4.0 first. Even if Reborn is completely finished and polished beyond perfect; if scripts 4.0 isn't released publicly, then neither Reborn or APB can be released.

And before you ask: no. Reverting the current build off of scripts 4.0 is not going to happen.
