
Subject: HELP NEEDED for CNC Reborn
Posted by [Renardin6](#) on Sat, 17 Apr 2004 00:21:38 GMT
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We need help @ Reborn MOD :

- Experienced Renegade Mappers
- Building (and Interior) Modeler
- Good texturer for Buildings
- Weapons Modeler
- Weapons Skinner

If you can do one of those things : <http://www.cncreborn.moddb.com> contact me.

Thank You ! :twisted:

Subject: HELP NEEDED for CNC Reborn
Posted by [Aircraftkiller](#) on Sat, 17 Apr 2004 00:23:25 GMT
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I can do both level design and construction, along with buildings, interiors, and their associated textures.

As I said before, I'll consider helping you if you start showing more work.

Subject: HELP NEEDED for CNC Reborn
Posted by [OrcaPilot26](#) on Sat, 17 Apr 2004 00:25:51 GMT
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Interesting, so it really is possible to get Aircraftkiller to change his opinoin...

Subject: HELP NEEDED for CNC Reborn
Posted by [Renardin6](#) on Sat, 17 Apr 2004 00:29:27 GMT
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ACK, I can show you a lot... just contact me... renardin6@hotmail.com

So much new features on Reborn and so much new models and skins...
Just contact me. How can we chat ? I use AOL, Messenger & ICQ...

Subject: HELP NEEDED for CNC Reborn
Posted by [Aircraftkiller](#) on Sat, 17 Apr 2004 00:31:20 GMT

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I'd prefer public updates, not private ones.

Subject: HELP NEEDED for CNC Reborn
Posted by [Renardin6](#) on Sat, 17 Apr 2004 00:48:00 GMT

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ok, but I need to talk with you.

Subject: HELP NEEDED for CNC Reborn
Posted by [Aircraftkiller](#) on Sat, 17 Apr 2004 00:49:34 GMT

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Aircraftkiller is my AIM screen name.

Subject: HELP NEEDED for CNC Reborn
Posted by [Spice](#) on Sat, 17 Apr 2004 00:52:38 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1248348915>

Almost complete with my version of the powerplant. If the reborn teams wants to use any of my models Im making feel free. They will probley need texture work

DeathAXI want to do some models like these for use as a choice for map makers.

Mobile WF. For use with maps without the MammothMKII. Low tech small bases.

Orca pad. Want to make something like this except smaller.

Radar Dish. Samthing as the comm center. Lose radar if gone. Might have some trouble with this though.

And the scrin ship. I want to make a low poly prop and one you can go inside. For either a DM or a huge part of a map.

Those are what I plan on making. Not to mention kinda make the Wf for both teams better , not the model just the entrances and interiors.

Subject: HELP NEEDED for CNC Reborn
Posted by [Deafwasp](#) on Sat, 17 Apr 2004 13:37:59 GMT
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Not related to Reborn, but here

It is not finished, and needs improvement, but it's for my Zero Hour mod.

Just showing off... I guess this may be spam in this topic.

Subject: HELP NEEDED for CNC Reborn
Posted by [gendres](#) on Sat, 17 Apr 2004 14:41:47 GMT
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looks nice

Subject: HELP NEEDED for CNC Reborn
Posted by [Phoenix - Aeon](#) on Sat, 17 Apr 2004 15:28:16 GMT
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Quote:looks nice

Subject: HELP NEEDED for CNC Reborn
Posted by [Dante](#) on Thu, 22 Apr 2004 06:08:19 GMT
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switch engines, and hire good modders... thats my 2 cents...

Subject: HELP NEEDED for CNC Reborn
Posted by [Nightcrawler](#) on Tue, 07 Dec 2004 14:27:56 GMT
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I modelled radar long time ago, can show it to when im back from school.

Subject: HELP NEEDED for CNC Reborn
Posted by [Havoc 89](#) on Tue, 07 Dec 2004 16:50:56 GMT
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I could help out as a weapon modeler. But I have my reasons for not working with you guys. I

already work for Tiberian Aftermath. Why shoul I help you?

If you can convince me some how, I might think about it.

Subject: HELP NEEDED for CNC Reborn
Posted by [Spice](#) on Tue, 07 Dec 2004 17:19:11 GMT
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Havoc 89I could help out as a weapon modeler. But I have my reasons for not working with you guys. I already work for Tiberian Aftermath. Why shoul I help you?

If you can convince me some how, I might think about it.

This topic is like 7 months old.

Subject: HELP NEEDED for CNC Reborn
Posted by [Hav0c](#) on Tue, 07 Dec 2004 17:31:22 GMT
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Lol, Nice Banshee

Subject: HELP NEEDED for CNC Reborn
Posted by [TankClash](#) on Tue, 07 Dec 2004 18:18:36 GMT
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Read the post dates... April to December.

Subject: HELP NEEDED for CNC Reborn
Posted by [cheesesoda](#) on Tue, 07 Dec 2004 19:05:29 GMT
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What manner of bumping is this? It's fucking 8 months old.

Subject: HELP NEEDED for CNC Reborn
Posted by [Renardin6](#) on Tue, 07 Dec 2004 21:54:41 GMT
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Nightcrawler... lol

Subject: HELP NEEDED for CNC Reborn
Posted by [Havoc 89](#) on Tue, 07 Dec 2004 22:54:45 GMT
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oh well...

Subject: HELP NEEDED for CNC Reborn
Posted by [Major Mike](#) on Wed, 08 Dec 2004 00:05:14 GMT
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Subject: HELP NEEDED for CNC Reborn
Posted by [Cept](#) on Wed, 08 Dec 2004 14:59:03 GMT
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DethHav0cLol, Nice Banshee

thank you

Subject: HELP NEEDED for CNC Reborn
Posted by [icedog90](#) on Thu, 09 Dec 2004 00:34:35 GMT
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I am also talented in level design, but I'm already taken.

Subject: HELP NEEDED for CNC Reborn
Posted by [Nightcrawler](#) on Thu, 09 Dec 2004 16:12:57 GMT
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oh i didn't check the dates my friend showed me this topic and i thought it was new , anyway here is radar that i promised, 1 day late

This was the radar i modelled 1 month after i joined reborn team, it needs some changes cause it is a little bit old and some parts of it is wrong

Subject: HELP NEEDED for CNC Reborn
Posted by [WNxCABAL](#) on Thu, 09 Dec 2004 16:40:21 GMT

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how many polys is that?

Subject: HELP NEEDED for CNC Reborn
Posted by [Naamloos](#) on Thu, 09 Dec 2004 17:37:10 GMT

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I hope you know those are ion cannon uplink and drop pod nodes on that CC

Edit: Also the hunter seeker control thing at the back. In normal TS they needed an upgrade center... Useless structure

Subject: HELP NEEDED for CNC Reborn
Posted by [Deactivated](#) on Thu, 09 Dec 2004 17:49:44 GMT

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The upgrade center was a hybrid of the Dropship bay and Communications Center which were cut from the game. They did the cut it pretty late because in Nod mission 11 you're told to infiltrate the Communications Center with a Chameleon Spy while in reality they're Upgrade Centers.

Subject: HELP NEEDED for CNC Reborn
Posted by [Naamloos](#) on Thu, 09 Dec 2004 21:26:10 GMT

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That mission was stupid, i destroyed the mammy mk2 before entering a upgrade center.

After i entered one the camera was waiting for the *destroyed* mammy mk2 to kill some targets... ofcourse it never came so i had to redo the mission... XD

Subject: HELP NEEDED for CNC Reborn
Posted by [Pendulum](#) on Thu, 09 Dec 2004 21:33:45 GMT

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uum how? You dont get any forces untill after you infiltrate the upgrade center, so how you destroyed the MMKII without infiltrating the UC I have no idea...

Subject: HELP NEEDED for CNC Reborn
Posted by [Naamloos](#) on Thu, 09 Dec 2004 21:37:28 GMT

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I just remembered, i made the cham spy's primary weapon "LaserFire" for that mission... So yea... :oops:

Edit: I also gave him 9999 strength... :oops:

Edit2: I also used TSR <http://www.tiberiumsun.com/tsr/> :oops:

Subject: HELP NEEDED for CNC Reborn
Posted by [icedog90](#) on Fri, 10 Dec 2004 02:25:03 GMT
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I feel like going through the TS single player missions again...

Subject: HELP NEEDED for CNC Reborn
Posted by [Naamloos](#) on Fri, 10 Dec 2004 14:19:10 GMT
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I am already... don't know why...

But 1 thing: This time ill try it without cheating! on easy mode! w00t!

Subject: HELP NEEDED for CNC Reborn
Posted by [icedog90](#) on Fri, 10 Dec 2004 23:49:16 GMT
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lol, I beat it and Firestorm.

Subject: BUILDING ALERT..... TEXTURE ALERT..... BfD ALERT.....
Posted by [SioxerNic](#) on Mon, 13 Dec 2004 11:47:01 GMT
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BfD needs building modellers.... anyone up to help?
Also looking for people to texture our toys....
Hope someone will join up....

WE NEED SERIUS HELP
[HTTP://laeubi.de/bfd](http://laeubi.de/bfd)

Release date only months away.....

Subject: HELP NEEDED for CNC Reborn
Posted by [WNxCABAL](#) on Mon, 13 Dec 2004 12:07:01 GMT
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wrong topic boyo

Subject: HELP NEEDED for CNC Reborn
Posted by [SioxerNic](#) on Tue, 14 Dec 2004 08:57:18 GMT
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I know... thought i pressed new topic... just a Little tired....

Subject: HELP NEEDED for CNC Reborn
Posted by [WNxCABAL](#) on Tue, 14 Dec 2004 09:03:22 GMT
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Ok
