
Subject: CNC REBORN: Construction Yard Model
Posted by [Hav0c](#) on Sun, 04 Jul 2004 16:17:53 GMT
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Im posting this on behalf of the Reborn Modeler SoD.X, he's having trouble signing in

Anyways this is his work, the new Construction yard, un-textured as of yet but definitely a spitting image of the construction yard i know

I Loves It

Subject: CNC REBORN: Construction Yard Model
Posted by [Mad Ivan](#) on Sun, 04 Jul 2004 16:34:30 GMT
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very sexeh!
What will it do?Only repair structures?
The beacon pedestal will be in it, right?

Subject: CNC REBORN: Construction Yard Model
Posted by [Aircraftkiller](#) on Sun, 04 Jul 2004 16:39:26 GMT
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It's not a "spitting image" but it resembles the Construction Yard.

Subject: CNC REBORN: Construction Yard Model
Posted by [Mad Ivan](#) on Sun, 04 Jul 2004 16:42:08 GMT
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elaborate.What seems "incorrect"?

Subject: CNC REBORN: Construction Yard Model
Posted by [Shappy](#) on Sun, 04 Jul 2004 17:27:12 GMT
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Great model, but Texture's will say actually a lot more about it..

Subject: CNC REBORN: Construction Yard Model

Posted by [Sir Phoenixx](#) on Sun, 04 Jul 2004 17:37:11 GMT

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Plus, it should have lights on top...

Subject: CNC REBORN: Construction Yard Model

Posted by [Deactivated](#) on Sun, 04 Jul 2004 17:39:33 GMT

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<http://www.cybergooch.com/images/tibsunarchive/consta001.jpg>

Subject: CNC REBORN: Construction Yard Model

Posted by [SuperFlyingEngi](#) on Sun, 04 Jul 2004 18:33:45 GMT

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Personally, I think it looks fine, but we'll see what the texture looks like.

Subject: CNC REBORN: Construction Yard Model

Posted by [Spice](#) on Sun, 04 Jul 2004 20:30:20 GMT

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Looks excellent. Though this isnt a RTS game and obviously they arent making it directly after TS like renalert. So it looks excellent.

Subject: CNC REBORN: Construction Yard Model

Posted by [Renardin6](#) on Sun, 04 Jul 2004 21:03:48 GMT

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look at cybergooch. It's the copy of the original model. Perfect match.

Pics used as references :

Sir Phoenixx

Plus, it should have lights on top... Picture explain all, compare.

Sir Phoenixx, before adding comment on a model, just have a look to the original... :rolleyes:

Subject: CNC REBORN: Construction Yard Model
Posted by [Spice](#) on Sun, 04 Jul 2004 21:55:38 GMT

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He is right about some of those though. Those things on the side shouldnt be sticking out as much. I think its fine the way it is though.

Subject: CNC REBORN: Construction Yard Model
Posted by [icedog90](#) on Sun, 04 Jul 2004 23:26:46 GMT

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It doesn't look that accurate to the reference picture. He didn't take a close look at the size of most of the parts and extensions, therefore, it's inaccurate.

Subject: CNC REBORN: Construction Yard Model
Posted by [PointlessAmbler](#) on Sun, 04 Jul 2004 23:35:24 GMT

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While you certainly got all of the features and details of the Construction Yard, it's very out of proportion. Look at the voxel: the overhang is much larger in proportion to the other side, you have it the other way around.

Subject: CNC REBORN: Construction Yard Model
Posted by [icedog90](#) on Sun, 04 Jul 2004 23:41:50 GMT

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PointlessAmblerWhile you certainly got all of the features and details of the Construction Yard, it's very out of proportion. Look at the voxel: the overhang is much larger in proportion to the other side, you have it the other way around.

Exactly my point.

Subject: CNC REBORN: Construction Yard Model
Posted by [Sir Phoenixx](#) on Mon, 05 Jul 2004 00:58:28 GMT

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Renardin6look at cybergooch. It's the copy of the original model. Perfect match.

Pics used as references :

Sir Phoenixx

Plus, it should have lights on top... Picture explain all, compare.

Sir Phoenixx, before adding comment on a model, just have a look to the original... :rolleyes:

I was referring to it ingame, those cutscene screens weren't posted until AFTER I posted. You could try reading before you reply, or at least learn how to tell time... :rolleyes:

It resembles those screenshots, but it's not a perfect match, not even close.

Subject: CNC REBORN: Construction Yard Model
Posted by [Cept](#) on Mon, 05 Jul 2004 01:34:36 GMT
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ahem let me say it as Eric Gooch so "filosofically" said it, that "cutscene" model is the same as the ingame version

Subject: CNC REBORN: Construction Yard Model
Posted by [Jaspah](#) on Mon, 05 Jul 2004 01:40:23 GMT
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It looks fine, and Phoenix, did you have to quote all of that? :rolleyes:

Subject: CNC REBORN: Construction Yard Model
Posted by [Renx](#) on Mon, 05 Jul 2004 03:01:37 GMT
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Sir Phoenixx's suggestion match the ingame version perfectly. Even if you don't use them(don't know why on earth you wouldn't...) at least add the lights...

Subject: CNC REBORN: Construction Yard Model

Posted by [Fabian](#) on Mon, 05 Jul 2004 03:42:28 GMT

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Not perfectly: only some points are valid. For example, he suggests to have one big smoke stack and two small ones, when it is clearly the way it should be already (one large and one small).

Subject: CNC REBORN: Construction Yard Model

Posted by [Slicer_238](#) on Mon, 05 Jul 2004 05:31:49 GMT

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Renardin6look at cybergooch. It's the copy of the original model. Perfect match.

Pics used as references :

Sir Phoenixx

Plus, it should have lights on top... Picture explain all, compare.

Sir Phoenixx, before adding comment on a model, just have a look to the original... :rolleyes:

My own suggestion. Thin the smaller smoke stack and take it's antenna, it doesn't have one. Add the lights, and the crane base, not the short one but the one that holds the crane looks like it's too tall and more boxy. The crane arm needs to be flatter and more wide. Also what the hell is that between the fences? Other then that it looks pretty good.

Subject: CNC REBORN: Construction Yard Model

Posted by [icedog90](#) on Mon, 05 Jul 2004 08:10:02 GMT

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Slicer_238take it's antenna, it doesn't have one.

Err, yes it does.

Subject: CNC REBORN: Construction Yard Model

Posted by [Sir Phoenixx](#) on Mon, 05 Jul 2004 12:03:50 GMT

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SEALNot perfectly: only some points are valid. For example, he suggests to have one big smoke stack and two small ones, when it is clearly the way it should be already (one large and one small).

I don't think having ALL of the points correct except for maybe one qualifies as "some". :rolleyes:

If you look at it ingame you can see what looks kind of like another tower behind the larger one.

Subject: CNC REBORN: Construction Yard Model
Posted by [Renardin6](#) on Mon, 05 Jul 2004 12:06:44 GMT
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I think you seriously need that :

and then you will look smarter and see what we see : A nice model (only the lights are missing. The rest is the same.)

Subject: CNC REBORN: Construction Yard Model
Posted by [Sir Phoenixx](#) on Mon, 05 Jul 2004 12:22:06 GMT
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I didn't say it wasn't a nice model you illiterate moron.

Compared to the cutscene screen the lights are missing, the crane is too thin, and the open front wall is not made correctly.

Subject: CNC REBORN: Construction Yard Model
Posted by [Renx](#) on Mon, 05 Jul 2004 13:09:16 GMT
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icedog90Slicer_238take it's antenna, it doesn't have one.

Err, yes it does.

<http://www.cybergooch.com/images/tibsunarchive/consta001.jpg>

We're talking about the ingame.

And judging by the shadows in the ingame image, it looks like there is another tower behind the big one.

Subject: CNC REBORN: Construction Yard Model
Posted by [Cept](#) on Mon, 05 Jul 2004 15:07:49 GMT
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Renxicedog90Slicer_238take it's antenna, it doesn't have one.

Err, yes it does.

<http://www.cybergooch.com/images/tibsunarchive/consta001.jpg>

We're talking about the ingame.

And judging by the shadows in the ingame image, it looks like there is another tower behind the big one.

the 3d model shown that was made by eric gooch IS the ingame one, he writes on his site that it was the only model he animated for so it could get in game

Subject: CNC REBORN: Construction Yard Model
Posted by [Alkaline](#) on Tue, 06 Jul 2004 00:48:33 GMT
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why is everyone on renalert team such a fucking jackass ?

Subject: CNC REBORN: Construction Yard Model
Posted by [Gernader8](#) on Tue, 06 Jul 2004 01:37:08 GMT
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I love how you assume that everyone is, and that half of us have not even commented on the model.

Looks good for cutscene, but I always perfered the ingame version. I would work on the crane more if the accuracy needs to be refined.

Subject: CNC REBORN: Construction Yard Model
Posted by [Sir Kane](#) on Tue, 06 Jul 2004 09:19:38 GMT
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Alkalinewhy is Alkaline such a fucking jackass ?

Subject: CNC REBORN: Construction Yard Model
Posted by [sniper12345](#) on Tue, 06 Jul 2004 13:55:07 GMT
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Silent KaneAlkalinewhy is Alkaline such a fucking jackass ?

Subject: CNC REBORN: Construction Yard Model
Posted by [Renardin6](#) on Tue, 06 Jul 2004 14:11:24 GMT
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ok stop the shit here. Damn kids !

Subject: CNC REBORN: Construction Yard Model
Posted by [Sir Kane](#) on Tue, 06 Jul 2004 14:46:20 GMT
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Well, you should begin with that then.

Subject: CNC REBORN: Construction Yard Model
Posted by [Renx](#) on Tue, 06 Jul 2004 15:18:52 GMT
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Alkalinewhy is everyone on renalert team such a fucking jackass ?

We are big jakas

Subject: CNC REBORN: Construction Yard Model
Posted by [Renardin6](#) on Tue, 06 Jul 2004 15:25:33 GMT
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Oh come on, stop that... It begins to be retarded.

Subject: CNC REBORN: Construction Yard Model
Posted by [Sir Phoenixx](#) on Tue, 06 Jul 2004 16:05:19 GMT
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You act retarded and childish all the time, why shouldn't they be able to act like that once?

Subject: CNC REBORN: Construction Yard Model
Posted by [HELLBILLY DELUXE](#) on Tue, 06 Jul 2004 16:18:42 GMT
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First of all i like the model. But Sirphoenix has a point.
The crane should be rounded a bit and the wall should go further a bit.
I have some criticizm concerning the antenna towers as well. The fat one shouldn't be as high das the other, but its antenna should be longer as the other one's. These are minor changes and if will look perfekt after you fixed them imo
And plz stop the flaming =/

Subject: CNC REBORN: Construction Yard Model
Posted by [Chronojam](#) on Wed, 07 Jul 2004 03:16:18 GMT
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Look. Reborn seems to be throwing in TONS of concept, I realized that a few months ago. It makes some things a lot more... sensical I suppose, if that's a word. Look at the power plant. It matches the concept art. And why else does the CyCommando have a flamer?

These guys are basing what seems like a good 80% of their stuff on the concept art, not the in-game stuff. So it's more "Accurate" than some might think.

But the mod still sucks horrible amounts of ass right now, and it makes me feel retarded after I play it. Please fix this. Kthxbye.

Subject: CNC REBORN: Construction Yard Model
Posted by [PointlessAmbler](#) on Wed, 07 Jul 2004 04:32:23 GMT
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Yes, as I've stated before, balance and gameplay are the keys to a truly great work, graphics are secondary.

Subject: CNC REBORN: Construction Yard Model
Posted by [SoD.X](#) on Wed, 07 Jul 2004 16:09:28 GMT
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hm sorry i wasnt here i haved so BIG problem at registering oh well back to topick i think now con yard is fixed the MCV more smaller pipes fixed ramp fixed the MCV TARCKS fixed now they longer crane fixed and also front wall connecting fixed

Subject: CNC REBORN: Construction Yard Model
Posted by [Renx](#) on Wed, 07 Jul 2004 16:10:43 GMT
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Interesting, can you post an image for us?

Subject: CNC REBORN: Construction Yard Model
Posted by [SoD.X](#) on Wed, 07 Jul 2004 16:24:35 GMT
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maybe later coz interior not done yet but will be soon

Subject: CNC REBORN: Construction Yard Model
Posted by [Dan](#) on Wed, 07 Jul 2004 17:04:00 GMT
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Heres the update then. First pic is the same as the other one, but just with the changes SoD.X made. In the second one you are looking inside where you can see the entrances to the interior. And on the third one is the interior layout, which isn't final yet. That last room is where the Pedestal will go if we have one, or if it goes in the conyard at all, and where the MCT will be located.

Subject: CNC REBORN: Construction Yard Model
Posted by [HELLBILLY DELUXE](#) on Wed, 07 Jul 2004 17:38:24 GMT
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nice!

Subject: CNC REBORN: Construction Yard Model
Posted by [jd422032101](#) on Wed, 07 Jul 2004 17:47:00 GMT
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[gone]

woot good job

Subject: CNC REBORN: Construction Yard Model
Posted by [Chronojam](#) on Thu, 08 Jul 2004 00:26:02 GMT
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Don't quote the damn pictures too...

Subject: CNC REBORN: Construction Yard Model
Posted by [Spice](#) on Thu, 08 Jul 2004 01:14:46 GMT
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As longas It doesnt get a texture Job like the Refinery did it will look pretty good.

Subject: CNC REBORN: Construction Yard Model
Posted by [Dan](#) on Thu, 08 Jul 2004 07:33:02 GMT
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We're making new textures xD

Subject: CNC REBORN: Construction Yard Model
Posted by [Aircraftkiller](#) on Thu, 08 Jul 2004 07:47:24 GMT
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That interior looks like crap. Show this shit with a texture on it, I don't like staring at it for five minutes and still not be able to figure out what goes where and how it all fits together.

Subject: CNC REBORN: Construction Yard Model
Posted by [Dan](#) on Thu, 08 Jul 2004 09:07:37 GMT
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Your interiors are crap. Take the refinery for example, it often lags people trying to get down the lift. And like I said, it isnt final

Subject: CNC REBORN: Construction Yard Model
Posted by [Renardin6](#) on Thu, 08 Jul 2004 09:19:20 GMT
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AircraftkillerThat interior looks like crap. Show this shit with a texture on it, I don't like staring at it for five minutes and still not be able to figure out what goes where and how it all fits together.

As sayed before we show what we want, your eyes see only crap as usual. Try to understand : we don't care anymore about your comments on our work as they are shity flame most of the time.

Subject: CNC REBORN: Construction Yard Model
Posted by [Sir Kane](#) on Thu, 08 Jul 2004 10:50:40 GMT
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TwA-DanYour interiors are crap. Take the refinery for example, it often lags people trying to get down the lift.

It's not our problem if your connection sucks.

Subject: CNC REBORN: Construction Yard Model
Posted by [Hav0c](#) on Thu, 08 Jul 2004 10:54:31 GMT
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It happen's to everyone... when they are in a decent sized game.

Subject: CNC REBORN: Construction Yard Model
Posted by [Dan](#) on Thu, 08 Jul 2004 11:00:06 GMT
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Silent KaneTwA-DanYour interiors are crap. Take the refinery for example, it often lags people trying to get down the lift.

It's not our problem if your connection sucks.

My connection doesnt suck. 576k down and 256k up isnt rubbish.

Subject: CNC REBORN: Construction Yard Model
Posted by [Sir Kane](#) on Thu, 08 Jul 2004 11:06:32 GMT
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That doesn't make it not suck.

Subject: CNC REBORN: Construction Yard Model
Posted by [Renardin6](#) on Thu, 08 Jul 2004 12:30:38 GMT
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Dan, ignore him.

Subject: CNC REBORN: Construction Yard Model
Posted by [Sir Kane](#) on Thu, 08 Jul 2004 14:01:22 GMT

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The world should ignore Renardin6, since all he can do is talking bullshit.

Subject: CNC REBORN: Construction Yard Model
Posted by [PsycoArmy](#) on Thu, 08 Jul 2004 14:24:43 GMT

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Silent KaneTWA-DanYour interiors are crap. Take the refinery for example, it often lags people trying to get down the lift.

It's not our problem if your connection sucks.

Elevators were made for single player not multiplayer.

Subject: CNC REBORN: Construction Yard Model
Posted by [PointlessAmbler](#) on Thu, 08 Jul 2004 14:38:15 GMT

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The lifts work just fine except during laggy situations, where obviously nothing works correctly, and they do not in and of themselves contribute to 'lag.' Chances are you just don't know how to use them, it's very simple. Wait near the edge of the lift. It will come up or down to your level. Get on. It will go the direction you want. Done.

Subject: CNC REBORN: Construction Yard Model
Posted by [m1a1_abrams](#) on Thu, 08 Jul 2004 14:57:02 GMT

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You get used to it, but they still aren't very user friendly.

Subject: CNC REBORN: Construction Yard Model
Posted by [HELLBILLY DELUXE](#) on Thu, 08 Jul 2004 15:56:06 GMT

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I don't know, how they could get more user friendly
They come down/up the second you stand there.

Subject: CNC REBORN: Construction Yard Model
Posted by [Renardin6](#) on Thu, 08 Jul 2004 16:06:07 GMT

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Silent KaneThe world should ignore Renardin6, since all he can do is talking bullshit.

:rolleyes: I think you are. All I ask is calm. Is that a problem for you ?

Subject: CNC REBORN: Construction Yard Model
Posted by [Sir Phoenixx](#) on Thu, 08 Jul 2004 16:11:09 GMT
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HA... That's bullshit. All you do is attack Aircraftkiller, anything he does for RenAlert, and anyone else who expresses a opinion that's different from yours. If you don't want people attacking you then stop attacking others, it's that simple.

Subject: CNC REBORN: Construction Yard Model
Posted by [SuperFlyingEngi](#) on Thu, 08 Jul 2004 16:27:04 GMT
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...this all started with ACK belting out "Reborn Sucks" and never stopping. Renardin didn't start all the negativity.

Subject: CNC REBORN: Construction Yard Model
Posted by [Sir Phoenixx](#) on Thu, 08 Jul 2004 16:38:50 GMT
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No, the Reborn team in general started all of this.

Subject: CNC REBORN: Construction Yard Model
Posted by [KIRBY098](#) on Thu, 08 Jul 2004 16:44:16 GMT
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Sir PhoenixxNo, the Reborn team in general started all of this.

Do you seriously expect us to believe that statement?

Go back and look at the comments your "leader" has been making in this and every other topic related to reborn , and re-evaluate it.

You will find "REBORN SUCKS" in quite a few places I'm afraid.

Subject: CNC REBORN: Construction Yard Model

Posted by [Renardin6](#) on Thu, 08 Jul 2004 17:15:46 GMT

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not true sir phoenixx.

I posted some good comments about your M-60 on your forum.

I really appreciate RenAlert.

About ack, no more comments, you know what I think. I think it's time to be back to the main topic and chill out. I am ready to do it. Are you ?

Or shall we fight endless like some dudes in Israel... ?

Subject: CNC REBORN: Construction Yard Model

Posted by [Renx](#) on Thu, 08 Jul 2004 17:34:09 GMT

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They did, it all started when AoD was deleting his posts, then came deleting the bug reports, and then the bans. Reborn put down RenAlert non-stop until the second their public beta came out.

Subject: CNC REBORN: Construction Yard Model

Posted by [PermaGrin](#) on Thu, 08 Jul 2004 17:34:58 GMT

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Sir PhoenixxIf you don't want people attacking you then stop attacking others, it's that simple.

Practice what you preach.

Subject: CNC REBORN: Construction Yard Model

Posted by [Aircraftkiller](#) on Thu, 08 Jul 2004 18:10:44 GMT

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KIRBY098Sir PhoenixxNo, the Reborn team in general started all of this.

Do you seriously expect us to believe that statement?

Go back and look at the comments your "leader" has been making in this and every other topic related to reborn , and re-evaluate it.

You will find "REBORN SUCKS" in quite a few places I'm afraid.

You'll find you need a history lesson..

Subject: CNC REBORN: Construction Yard Model
Posted by [Renardin6](#) on Thu, 08 Jul 2004 18:10:54 GMT
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RenxThey did, it all started when AoD was deleting his posts, then came deleting the bug reports, and then the bans. Reborn put down RenAlert non-stop until the second their public beta came out.

what about stop all that. Like a peace start. I still hate some dudes, I will ignore them from now I promise.

Subject: CNC REBORN: Construction Yard Model
Posted by [Aircraftkiller](#) on Thu, 08 Jul 2004 18:11:51 GMT
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Renardin6AircraftkillerThat interior looks like crap. Show this shit with a texture on it, I don't like staring at it for five minutes and still not be able to figure out what goes where and how it all fits together.

As sayed before we show what we want, your eyes see only crap as usual. Try to understand : we don't care anymore about your comments on our work as they are shitty flame most of the time.

Then don't respond, since that's obviously a knee-jerk whine reaction that your head conjures up as a defense mechanism against admitting that it does suck.

Subject: CNC REBORN: Construction Yard Model
Posted by [Renardin6](#) on Thu, 08 Jul 2004 18:13:12 GMT
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I won't respond to you again so.

Subject: CNC REBORN: Construction Yard Model
Posted by [KIRBY098](#) on Thu, 08 Jul 2004 18:29:33 GMT
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AircraftkillerKIRBY098Sir PhoenixxNo, the Reborn team in general started all of this.

Do you seriously expect us to believe that statement?

Go back and look at the comments your "leader" has been making in this and every other topic related to reborn , and re-evaluate it.

You will find "REBORN SUCKS" in quite a few places I'm afraid.

You'll find you need a history lesson..

Hardly. You are as predictable as ever.

Subject: CNC REBORN: Construction Yard Model
Posted by [Hav0c](#) on Thu, 08 Jul 2004 18:42:27 GMT
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RenxThey did, it all started when AoD was deleting his posts, then came deleting the bug reports, and then the bans. Reborn put down RenAlert non-stop until the second their public beta came out.

That was a long time ago, it was all pretty calm until a few weeks ago when ack find's something he doesn't like, and typically bashes it continually, however the current petit arguments are between Ak and Renardin not Between Reborn and RenAlert, though Ak seems to want it that way :rolleyes:

Subject: CNC REBORN: Construction Yard Model
Posted by [Aircraftkiller](#) on Thu, 08 Jul 2004 19:04:04 GMT
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Quote:Hardly. You are as predictable as ever.

One could say the same for you, doing exactly what it is that you seem to dislike. But hey, that's okay, since it's "you" doing it and not someone else.

Quote:That was a long time ago, it was all pretty calm until a few weeks ago when ack find's something he doesn't like, and typically bashes it continually, however the current petit arguments are between Ak and Renardin not Between Reborn and RenAlert, though Ak seems to want it that way

It has always been about RA and Reborn ever since two years ago when Assrammer of Dawn began his reign of tyranny and lies.

Subject: CNC REBORN: Construction Yard Model
Posted by [Hav0c](#) on Thu, 08 Jul 2004 20:00:22 GMT
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Similar to your reign of continual bashing and determination to decrease the Renegade Mod community then? :rolleyes:

It really would be better if everyone just started over and tried to work together instead of acting like fucking kids all the time.

Subject: CNC REBORN: Construction Yard Model
Posted by [HELLBILLY DELUXE](#) on Thu, 08 Jul 2004 20:04:34 GMT
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LMFAO

Assrammer of Dawn really made me laugh.

It was the way, that Reborn was like the No.1 mod in progress out there and they were talking shit about Renalert (lots coming from the YMCA guy).

Now it's the other way around and ACK is having his little payback.

I don't say it's the right way to act, but I can understand it.

Subject: CNC REBORN: Construction Yard Model
Posted by [PermaGrin](#) on Thu, 08 Jul 2004 20:08:21 GMT
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let things go...forget about it....sit back and think about what you are agruing about. i dropped my gurdge after 2 weeks, i cant believe you would hold one for 2 years of this. you guys are arguing between 2 mods for a "near-death" game. just make the best of the rest of it. i can careless if you guys continue to bach this mod, not like this is the only mod i am a part of. the world does not revolve around the mod of Renegade.

please dont reply with, "if you dont care then why are you replying". i dont care about these petty arguements, i care about the reputation that the Renegade community is recieving over them.

Subject: CNC REBORN: Construction Yard Model
Posted by [Renardin6](#) on Thu, 08 Jul 2004 20:12:07 GMT
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HELLBILLY DELUXELMFAO

Assrammer of Dawn really made me laugh.

It was the way, that Reborn was like the No.1 mod in progress out there and they were talking shit about Renalert (lots coming from the YMCA guy).

Now it's the other way around and ACK is having his little payback.

I don't say it's the right way to act, but I can understand it.

Payback long enough I think. Let's be a community. Not a group of retarded arguing ass. (I stop that, I admit :oops: , I argued ! now it's over.)

I apologize for my 'flame' here.

Subject: CNC REBORN: Construction Yard Model
Posted by [SoD.X](#) on Sat, 10 Jul 2004 21:53:38 GMT
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its started with thisAircraftkillerThat interior looks like crap. Show this shit with a texture on it, I don't like staring at it for five minutes and still not be able to figure out what goes where and how it all fits together.

and now i hope it will end finaly all come down if u dont like some thing tell what to fix or just ignore if u dont like some one just ignore each other and back to topick oh where was we ah the conyard i think i done with it, animation done,interior donno need to ask Dan
