
Subject: Reborn moves to Source
Posted by [bigejoe14](#) on Tue, 30 Nov 2004 06:33:29 GMT
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Laugh. Out. Loud. Retards.

Seriously, Renegade Alert was the first mod that decided to move to Source. A week after that, Commando decides to move to Source. And now Reborn?

It's funny how things work, isn't it? I mean, Reborn and co. were all happy that Renegade Alert stopped working on the W3D engine, seeing as how they thought they were going to be the best mod for Renegade. But then they decide to move Source.

Something just ain't right. :rolleyes:

Subject: Reborn moves to Source
Posted by [icedog90](#) on Tue, 30 Nov 2004 07:54:51 GMT
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Another funny thing is that they claim to release a version before they move. Impossible, they won't.

Also, SWMOD isn't moving yet, not until we release.

Subject: Reborn moves to Source
Posted by [Vitaminous](#) on Tue, 30 Nov 2004 12:53:59 GMT
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Reborn: Source sucks.

Subject: Reborn moves to Source
Posted by [warranto](#) on Tue, 30 Nov 2004 14:30:59 GMT
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Oh, and as such, RenAlert triumphantly regains the Renegade mod award I spoke of them losing when they first nounced the switch.

Why? Seeing as how both are no longer being supported for Renegade, you have to take each in their current form. And I think I can say without hesitation RenAlert sweeps that category.

Subject: Reborn moves to Source
Posted by [Renardin6](#) on Tue, 30 Nov 2004 19:45:38 GMT

LOL

Lies... All lies...

Quote:<http://mods.moddb.com/4211/>

Check that noobs.

Quote:Deezer Studios announces : Command & Conquer Reborn Source

As I said :

"When the Reborn Mod for Renegade will be done we will start a HL2 version of this great mod.

Until the Renegade version is completed we won't start on this mod.

I have already some good models ready that you can see on the Renegade version website. I did the textures with 2048*2048 files, so it will be converted into HL2 models.

I think the real start of this mod will be in summer 2005.

If you are interested in joining us, just email me @ renardin6@hotmail.com

We need texturer, mappers, coders, character modelers ! (We have enough good modelers for the other stuff)

What will we do ? Well I said it on Reborn forum :

"We will use all the reborn models and code all first. Once the coding part is done, we will start with high-polys models if needed."

The command & conquer style with the engine source could be one of the best compilation of an RTS and a FPS !"

I hope you will enjoy that new mod, if you are interested in helping don't hesitate and contact me !

But stuff changed a bit, we will do new models and nothing else. Dante will do teh coding part for us with his mod. It will be a mod for the mod of Dante.

Read that again :

"When the Reborn Mod for Renegade will be done we will start a HL2 version of this great mod.

Until the Renegade version is completed we won't start on this mod.

So you can see how this ass above makes lies.

And so...

Reborn moves to Source when the W3D version is done.

Subject: Reborn moves to Source
Posted by [cheesesoda](#) on Tue, 30 Nov 2004 19:56:37 GMT
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Awesome news. That means that Reborn will never be on the Source engine! Thanks for clearing that up, Retardin.

Subject: Reborn moves to Source
Posted by [Hav0c](#) on Tue, 30 Nov 2004 20:15:05 GMT
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You people have nothing better to do than moan about Reborn?

I feel sorry for you...

Subject: Reborn moves to Source
Posted by [cheesesoda](#) on Tue, 30 Nov 2004 20:15:53 GMT
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As of right now, not really. Also, I feel sorry for you for supporting Reborn.

Subject: Reborn moves to Source
Posted by [Hydra](#) on Tue, 30 Nov 2004 20:53:22 GMT
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This must mean Reborn will finish its first Source release just in time for Half Life 3 to come out!

Subject: Reborn moves to Source
Posted by [Renardin6](#) on Tue, 30 Nov 2004 23:25:52 GMT
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hydra1945This must mean Reborn will finish its first Source release just in time for Half Life 3 to come out!

Well, if you finish Half-Life 2, you can imagine it's not so far, lol...

Subject: Reborn moves to Source
Posted by [cowmisfit](#) on Tue, 30 Nov 2004 23:54:12 GMT
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Retards, OMFG LIK REBORN IS GOING TO LEAVE RENEGAE AND ITS FANS BEHIND OMG LIK THEY DON'T CARE AND R LIER OMFG , now look what the followers are doing, this is sad.

Subject: Reborn moves to Source
Posted by [icedog90](#) on Wed, 01 Dec 2004 00:37:19 GMT
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icedog90Another funny thing is that they claim to release a version before they move. Impossible, they won't.

I wasn't lying, I said "After you finish your W3D version".

Subject: Reborn moves to Source
Posted by [_ToXiN_](#) on Wed, 01 Dec 2004 02:41:42 GMT
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The Dead Six.

C&C Mod that has been for source for nearly an year now or something, honestly if I look between Reborn, Commando, RenAlert and The Dead Six ... well D6 will pretty much wipe the floor with the other mods, why? Simple, they have Dante.

See in the grand scheme of the HL2 community, I think RenAlert, Reborn and Commando will all get stuck in the "Oh, yeah, I've heard of that mod" level, pretty much they will not be anything special, they might have a few cool features, some cool units and so on, but they will never dominate over the HL2 community like they did here.

Why? Well it's very simple, the HL community has some of the best modelers, scripters, skimmers [texture artists] (so that certain people don't make a point of avoiding everything else in my post to make a mute point, if they reply.) and so on, they exceed the skills of the RA, Reborn and Commando team, and pretty much will be making mods themselves that will most probably be better than the three.

See those people who have already made names for themselves in the HL community and are well known most probably will not be very tolerant of petty Mod wars that are coming over from other communities that span the length of many forums.

Breaking your way in to a community with the 'We big bad mod people, we rule the fuck out of all you other mods' will most probably get yourselves branded as jackasses and shunned by most of the well respected people in the community and it's very likely that hiring on more team members would be made fucking hard for you.

Pretty much if Renardin and Aircraftkiller and the two mods and their fanboys keep going at each others necks while trying to move over to Source and trying to be accepted by the HL community, they'll pretty much be digging their own graves.

Here RenAlert is the alpha mod, but there, on the otherside of the community fence, where the land of HL2 is? RenAlert will just be 'A mod' so will Reborn and Commando, but D6? now see it seems to be pretty known around those parts already.

Pretty much, Renalert will not be wiping the floor with other mods over there, they won't even come close, they'll just be another mod, not dominant, and they probably won't have anything spectacular to add anyway, if they do they may rise above the avarage mod, but that's about it. Renalert will not rule the HL2 community, nor will Reborn.

And D6? They might, there's a good chance they'll go right up there with the 'best mods around the HL2 community' you know, like BF42 has DC and EoD and other such mods that are the most played? I'm guessing D6 is going to make its way there.

Why? They have Dante, best damn coder this community had to offer when he still was around, seems like he pretty much taught SK to code and so on, he's a good leader, has been at making D6 for a long time and such.

And what will I do? Well I'll get HL2 when I can afford it, play the mods as they come out and see which I like the most, and right now I'm putting my money on D6.

hums the tune to 'Fire water burn'

Oh common, it wasn't THAT long...it took the duration of that song to write! shouldn't take any longer to read.

Subject: Reborn moves to Source
Posted by [warranto](#) on Wed, 01 Dec 2004 04:39:02 GMT
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Oh my goodness Toxin, you are suck a n00b. Stop lying you n00b.. *rant**rant* Flame**Flame*

Quote:*hums the tune to 'Fire water burn'*

Fire can not burn water!!!

Sorry, but for a topic that got the RenAlert (community) vs Reborn (community) going again, there was a distinct lack of insults being passed around. I though I'd make up for it.

But on topic though, dispite the inability to play it, I too wait for the Dead6 mod. It's created enough hype to at least make me interested in what the final product is like.

Let the Dead6 vs RenAlert vs Rebon wars begin!

Preferrably not, but knowing what happened with Renegade....

Subject: Reborn moves to Source

Posted by [Renardin6](#) on Wed, 01 Dec 2004 11:25:18 GMT

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Well, Reborn Source will be a mod for the mod of Dante.

I talked with him, he said that his mod will have modding ability like half-life had. So we will mainly work on models in a first time. I asked for special features, he said that most of the features that Reborn would need will be on his 'package'.

I don't care about being the best mod or something like that. Eternal Silence 2 (mod for HL2) pwns already everything. Mod wars again ? I don't want that.

And for the moment, I want one thing : Change your mind about Reborn. Even if you think it usx, when it's ready, plz download it and try it. Ack told you it sucks... Well if you play the old beta, I say : he is god damn right ! It sucks ! But try the next release, then tell me what do you think.

Subject: Reborn moves to Source

Posted by [Aircraftkiller](#) on Wed, 01 Dec 2004 12:29:15 GMT

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We're saying it sucks even after seeing the shit you're currently making.

Subject: Reborn moves to Source

Posted by [cheesesoda](#) on Wed, 01 Dec 2004 14:04:40 GMT

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AircraftkillerWe're saying it sucks even after seeing the shit you're currently making.
Aircraftkiller is right, it's the work that you're doing that shows us that it still sucks.

Subject: Reborn moves to Source

Posted by [Slash0x](#) on Wed, 01 Dec 2004 23:08:12 GMT

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j_ball430AircraftkillerWe're saying it sucks even after seeing the shit you're currently making.
Aircraftkiller is right, it's the work that you're doing that shows us that it still sucks.
It's not ALL ACK's work...didn't you forget about ScreamingCrickets models?

If his head gets any bigger, his head would explode...

Subject: Reborn moves to Source

Posted by [cheesesoda](#) on Wed, 01 Dec 2004 23:15:18 GMT

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You may want to read over my post again. I didn't even hint to RenAlert. All I said was that Aircraftkiller is right. I was talking about Reborn the whole time.

Subject: Reborn moves to Source

Posted by [Panther](#) on Thu, 02 Dec 2004 00:36:16 GMT

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I don't see how reborn or renalert could make an effective Source mod with their current teams...

Subject: Reborn moves to Source

Posted by [Aircraftkiller](#) on Thu, 02 Dec 2004 02:01:14 GMT

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Well, with our current team we can do a lot more than what we did when you were our webmaster.

You know, the time where you pretended to do things and never did them.

Subject: Reborn moves to Source

Posted by [glyde51](#) on Thu, 02 Dec 2004 02:04:59 GMT

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So, you mean Reborn is finishing on the W3D engine?

Subject: Reborn moves to Source

Posted by [bigjoe14](#) on Thu, 02 Dec 2004 02:08:49 GMT

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No, they'll never finish it.

Subject: Reborn moves to Source

Posted by [Panther](#) on Thu, 02 Dec 2004 21:38:34 GMT

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AircraftkillerWell, with our current team we can do a lot more than what we did when you were our webmaster.

You know, the time where you pretended to do things and never did them.

You have very unskilled, if any, coders... and one mapper. How do you expect to make a decent source mod?

Subject: Reborn moves to Source
Posted by [Hydra](#) on Thu, 02 Dec 2004 21:43:25 GMT
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NeoSaber and Silent Kane aren't skilled? :rolleyes:

Subject: Reborn moves to Source
Posted by [Panther](#) on Thu, 02 Dec 2004 22:41:44 GMT
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My point is that the RenAlert mod team, as it stands, is incapable of making a successful Source modification. While it is admittedly better than Reborn's team, it is nothing compared to many of the Half Life 2 mod teams.

Subject: Reborn moves to Source
Posted by [Aircraftkiller](#) on Fri, 03 Dec 2004 00:26:18 GMT
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You don't know what you're talking about.

Subject: Reborn moves to Source
Posted by [Panther](#) on Fri, 03 Dec 2004 00:42:08 GMT
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Ah, time will tell.

Subject: Reborn moves to Source
Posted by [rm5248](#) on Fri, 03 Dec 2004 01:17:14 GMT
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PantherAh, time will tell.

Time will tell.... Sooner or later.... Time will tell... [/Einstein]

Subject: Reborn moves to Source

Posted by [SuperFlyingEngi](#) on Fri, 03 Dec 2004 01:46:43 GMT

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Well, I suppose it was inevitable that a thread like this would show up sooner or later. "0mg Reborn moving too s0urc3! p0serz0r!"

...Please.

It's not like there are hundreds of different game engines around. Source is the big new thing, and Reborn is hopping into the band wagon. What's so bad about that? I really doubt they heard about RenAlert doing it, and made their decision entirely on someone else's choice. Source is the big new thing, and who doesn't want a great physics engine to build a game around.

Although Reborn's transision is certainly more commendable than RenAlert's.

RenAlert up and decided to abandon their Renegade following, many of whom are only here because they don't have enough money to purchase better hardware, which can be more than a \$1,000 transision from a Renegade computer to a Half-Life 2 computer. Hell, I dropped \$220 for a 9800 Pro. Reborn genuinely understands why their support base is there, the reason for many of them being that they have nowhere else to turn. So, Reborn chose to finish up their mod on the w3d engine, and then, once that's done to build the mod again on a different engine. Whereas RenAlert's website now claims that they will be releasing a "fix-everything-perfect" patch. But wait. No promises! This is just if they decide to ever get around to it while they're having so much fun on the Source engine. The A-man apparently figures that his computer can play Half-Life 2, so if anyone else's computer can't, then they are wrong.

You all need to quit sucking up to ACK, and open your eyes. Reborn following the lead of another? I don't think so. Water always flows downhill.

Subject: Reborn moves to Source

Posted by [icedog90](#) on Fri, 03 Dec 2004 02:04:03 GMT

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I paid \$500 for my computer and it runs Half-Life 2 easily. If you paid \$1000 then you were ripped off. Also, people should learn to not stick with ancient computers, and we would have to move to a new game eventually.

Subject: Reborn moves to Source

Posted by [Renardin6](#) on Fri, 03 Dec 2004 02:43:40 GMT

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SuperFlyingEngiWell, I suppose it was inevitable that a thread like this would show up sooner or later. "0mg Reborn moving too s0urc3! p0serz0r!"

...Please.

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You all need to quit sucking up to ACK, and open your eyes. Reborn following the lead of another? I don't think so. Water always flows downhill.

Somebody here has a brain !

Subject: Reborn moves to Source
Posted by [Vitaminous](#) on Fri, 03 Dec 2004 04:00:14 GMT
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AND IT OBVIOUSLY ISN'T YOU... OR HIM!

Subject: Reborn moves to Source
Posted by [Aurora](#) on Fri, 03 Dec 2004 04:02:38 GMT
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Is it just me, or didn't Retardin go totally apeshit over Aircraftkiller "abandoning" his fans by moving to Source?

Subject: Reborn moves to Source
Posted by [Aircraftkiller](#) on Fri, 03 Dec 2004 04:11:32 GMT

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Quote:RenAlert up and decided to abandon their Renegade following, many of whom are only here because they don't have enough money to purchase better hardware, which can be more than a \$1,000 transistion from a Renegade computer to a Half-Life 2 computer.

We hold no obligation to you for any reason, including having a dinosaur computer. Get over it.

Quote: Reborn genuinely understands why their support base is there, the reason for many of them being that they have nowhere else to turn.

Not because Reborn is good or anything... At least we agree there!

Quote:You all need to quit sucking up to ACK, and open your eyes. Reborn following the lead of another? I don't think so. Water always flows downhill.

My name isn't ack. Second, they only decided to "move" after hearing about us do it. Perhaps it's not sucking up, but rather seeing what's really going on. Something you aren't good at perceiving.

Subject: Reborn moves to Source

Posted by [rm5248](#) on Fri, 03 Dec 2004 09:37:29 GMT

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AircraftkillerMy name isn't ack. Second, they only decided to "move" after hearing about us do it. Perhaps it's not sucking up, but rather seeing what's really going on. Something you aren't good at perceiving.

Renardin6's name isn't Retardin.

Reborn's name isn't Reborn.

Pendellum's name isn't Pendumass.

How do you expect people to call you Aircraftkiller if you don't even say their name right?
:rolleyes:

Oh, wait, you're AIRCRAFTKILLER! Rules don't apply to you! :rolleyes:

Subject: Reborn moves to Source

Posted by [cheesesoda](#) on Fri, 03 Dec 2004 13:45:11 GMT

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rm5248Reborn's name isn't Reborn.

Uh huh...explain that one to me.

Subject: Reborn moves to Source

Posted by [exnyte](#) on Fri, 03 Dec 2004 15:53:43 GMT

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j_ball430rm5248Reborn's name isn't Reborn.
Uh huh...explain that one to me.

Subject: Reborn moves to Source

Posted by [Jaspah](#) on Fri, 03 Dec 2004 20:59:15 GMT

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I think he meant Reborn's name isn't 'Reb a rn'. (An admin must of made it to make 'Reb a rn' into Reborn.

Subject: Reborn moves to Source

Posted by [cheesesoda](#) on Fri, 03 Dec 2004 21:01:38 GMT

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Hmm...I shall test. Reborn.

Ahh...now that makes sense. Made rm look incredibly stupid for a minute.

Subject: Reborn moves to Source

Posted by [liberator](#) on Fri, 03 Dec 2004 21:24:02 GMT

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For those that wonder why Reborn sucks I will give a small anecdote of my experience.

I was searching the Internet one day looking for Renegade Mods adn stumbled upon the Reborn site(which sucks too BTW). I had recently gotten a broadband connection so I downloaded their installer. I ran the installer and everything ran fine. Then I tried to start Renegade Reborn.

It ****ed up my computer so bad I had to format the disk and reinstall windows.

Depite this, I was like, okay maybe the download got screwed over, it happens sometimes.

I downloaded it again.

The same thing happened again.

So too sum up:

Reborn's Web Designer sucks

Reborn's coder sucks cause he can't write something simple like an installer when he's got to support a whole mod.

Reborn's model are simplistic compared to the stock model and thus suck, never mind they don't actually resemble the stuff their supposed to be half-the-time.

Subject: Reborn moves to Source

Posted by [Renardin6](#) on Fri, 03 Dec 2004 21:31:56 GMT

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liberatorFor those that wonder why Reborn sucks I will give a small anecdote of my experience.

I was searching the Internet one day looking for Renegade Mods adn stumbled upon the Reborn site(which sucks too BTW). I had recently gotten a broadband connection so I downloaded their installer. I ran the installer and everything ran fine. Then I tried to start Renegade Reborn.

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Reborn's model are simplistic compared to the stock model and thus suck, never mind they don't actually resemble the stuff their supposed to be half-the-time.

LoL, newbie @ computer, you are. And you are talking about the one year old beta... Where do you come from ? Planet 2002 ? lol...

Subject: Reborn moves to Source

Posted by [Aircraftkiller](#) on Fri, 03 Dec 2004 22:49:35 GMT

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You do realize you and your team are responsible for damaging and destroying computers?

Perhaps I should get a lawsuit started to hold you and your team accountable for lots of property damage, amounting to well over \$2,000...

Subject: Reborn moves to Source

Posted by [Renardin6](#) on Sat, 04 Dec 2004 14:38:23 GMT

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Maybe you should think about buying some anti-virus. We aren't responsible if you can't protect your computer newbie.

And as I remember U didn't have to pay for Reborn... So it's your choice to get it and you do it at your own risks.

(You are more stupid every day.)

Subject: Reborn moves to Source
Posted by [cheesesoda](#) on Sat, 04 Dec 2004 16:04:04 GMT
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Renardin6Maybe you should think about buying some anti-virus.
So you openly admit that Reborn contains a virus, and once that is removed, the installer works just fine?

Subject: Reborn moves to Source
Posted by [SuperFlyingEngi](#) on Sat, 04 Dec 2004 17:12:40 GMT
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ACKWe hold no obligation to you for any reason, including having a dinosaur computer. Get over it.

That's highly equivalent to AoD saying that he doesn't care what anyone thinks. And yet, AND YET, you still denounce that as evil bad bad.

ACKNot because Reborn is good or anything... At least we agree there!

You do realize that the people who frequent the Reborn forums could also go to yours? It's a conscious decision that THEY made.

ACKMy name isn't ack. Second, they only decided to "move" after hearing about us do it. Perhaps it's not sucking up, but rather seeing what's really going on. Something you aren't good at perceiving.

Get over it. And also, if they said they were going to move to Source before you did, and then you moved to Source even though it had been in your plans for months, would you be following the leader, too?

Oh, and what problem do you have with them seeing what is going on? Oh, sorry, I almost forgot that you have a pathological impusle against Reborn, and you can only see negative quality in everything they make.

And yet this entire time, you fail to realize how much better all their models as of late have been than the original Renegade ones. If Reborn is surpassing original Westwood models, then what

the hell is your problem?

liberatorIt ****ed up my computer so bad I had to format the disk and reinstall windows.

Worked fine for me. You apparently downloaded it with Internet Explorer, or are just lying about it to gain favor with the number 1 suckupee, ACK.

j_ball430So you openly admit that Reborn contains a virus, and once that is removed, the installer works just fine?

Again, liberator probably downloaded it with IE.

Subject: Reborn moves to Source
Posted by [cheesesoda](#) on Sat, 04 Dec 2004 17:19:40 GMT
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You just took what I said out of context. What I said had nothing to do with liberator's computer being fucked up. I was talking about when Renardin said that liberator should get an anti-virus program.

Subject: Reborn moves to Source
Posted by [Renardin6](#) on Sat, 04 Dec 2004 17:46:09 GMT
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You did the same with what I said. There is no virus inside the mod.

I checked the version we uploaded on our new ftp.

Norton result : Not a single virus.

If he gets some problems, it's because he hasn't a good anti-virus.

Give us a break and stop showing yourself as an idiotic person.

Subject: Reborn moves to Source
Posted by [cheesesoda](#) on Sat, 04 Dec 2004 17:50:24 GMT
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No, I didn't. You said maybe he needs to get a better anti-virus program. What am I supposed to think when you say that when you're talking about your mod? I immediately think that you guys may have a virus in there. It's a possibility since it fucked up liberator's computer.

BTW...that's Norton. Norton sucks.

And you call Norton a good anti-virus protection?

No matter how stupid I can make myself look, I'll still appear to be a genius compared to you.

Subject: Reborn moves to Source
Posted by [Renardin6](#) on Sat, 04 Dec 2004 17:54:43 GMT
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I am happy for you then.

Subject: Reborn moves to Source
Posted by [cheesesoda](#) on Sat, 04 Dec 2004 17:57:39 GMT
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Renardin6 I am happy for you then.
You should probably be more concerned at how much of an idiot you are rather than happy for me. I don't feel an accomplishment of being smarter than you, and you certainly know that it isn't.

Subject: Reborn moves to Source
Posted by [warranto](#) on Sat, 04 Dec 2004 20:36:59 GMT
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Renardin6 You did the same with what I said. There is no virus inside the mod.

I checked the version we uploaded on our new ftp.

Norton result : Not a single virus.

If he gets some problems, it's because he hasn't a good anti-virus.

Give us a break and stop showing yourself as an idiotic person.

Um.. you do realize that an anti-virus program is only supposed to look for and hopefully cure infected programs, correct? It has nothing to do with installing a game... unless, of course that game has a virus...

And while on the topic, that "year-old beta" was the only one released, so if people wanted to play the game, they would have no choice but to use that installer. By the way, when installed, prevented me from streaming media with Windows media player. So as you should be able to see, it has nothing to do with being a "newbie" at a computer, as it screws up your computer regardless.

Subject: Reborn moves to Source

Posted by [warranto](#) on Sat, 04 Dec 2004 20:41:13 GMT

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SuperFlyingEngiACKWe hold no obligation to you for any reason, including having a dinosaur computer. Get over it.

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ACKNot because Reborn is good or anything... At least we agree there!

You do realize that the people who frequent the Reborn forums could also go to yours? It's a conscious decision that THEY made.

ACKMy name isn't ack. Second, they only decided to "move" after hearing about us do it. Perhaps it's not sucking up, but rather seeing what's really going on. Something you aren't good at perceiving.

Get over it. And also, if they said they were going to move to Source before you did, and then you moved to Source even though it had been in your plans for months, would you be following the leader, too?

Oh, and what problem do you have with them seeing what is going on? Oh, sorry, I almost forgot that you have a pathological impusle against Reborn, and you can only see negative quality in everything they make.

And yet this entire time, you fail to realize how much better all their models as of late have been than the original Renegade ones. If Reborn is surpassing original Westwood models, then what the hell is your problem?

liberatorIt ****ed up my computer so bad I had to format the disk and reinstall windows.

Worked fine for me. You apparently downloaded it with Internet Explorer, or are just lying about it to gain favor with the number 1 suckupee, ACK.

j_ball430So you openly admit that Reborn contains a virus, and once that is removed, the installer works just fine?

Again, liberator probably downloaded it with IE.

Not holding an obligation to someone is not saying the community can go screw themselves. The matter of the fact is, they DON'T hold an obligation to anyone. That is not to say they won't listen to the community or not care what they say, it just means they don't have to bend to the beck and call of every single disgruntled person.

As well, what you use to download something has no impact on what the installer does to your computer. The worst thing is that the installer will become corrupt, and there for NOT function. A corrupted download won't mess with the computer systems programs or settings.

Subject: Reborn moves to Source
Posted by [Aircraftkiller](#) on Sat, 04 Dec 2004 22:13:12 GMT
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Lawsuit anyone? Who wants to get the Reborn project shut down completely for destroying several computers, damaging Windows, and claiming it's your fault?

If anyone is interested in helping with the proceedings I'll get them reported.

Subject: Reborn moves to Source
Posted by [SuperFlyingEngi](#) on Sat, 04 Dec 2004 23:05:47 GMT
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First, you have to genuinely prove that it was the Reborn installer that broke the computers.

I honestly think those people are just making it up. The Reborn installer works perfectly fine.

Subject: Reborn moves to Source
Posted by [Aircraftkiller](#) on Sat, 04 Dec 2004 23:13:42 GMT
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For you. Try doing it on Windows 98 and see how fast your computer needs to be reformatted.

Subject: Reborn moves to Source
Posted by [SuperFlyingEngi](#) on Sun, 05 Dec 2004 00:38:26 GMT
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But it's not Reborn's fault that people are using dinosaur computers! They need to upgrade to Windows XP! Reborn holds no obligation to these people!

Subject: Reborn moves to Source
Posted by [warranto](#) on Sun, 05 Dec 2004 03:09:39 GMT
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What in the world does WinXP have to do with this?

Oh yes, nothing. Well, it could of had something to do with this had they bothered to put down any sort of minimum requirement list. Failing that, whats reasonable to assume is that it has the same requirements as Renegade, and surprise, surprise, it runs without any sort of sytem corruption problems in Win 98.

If the problem can be derived from win 98 systems, look up negligence.
