
Subject: CnC Reborn Trailer One!

Posted by [Renardin6](#) on Sun, 21 Aug 2005 03:28:25 GMT

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After a long and hard process, we finished all of the weapons. Nightcrawler worked very hard in getting all of them ingame and working properly. He was helped by laeubi and thekgbspy for the technical aspect. Nightcrawler made new custom animations and created projectile and all sort of nice effects for most of the weapons. There are many new sounds and also some from renegade. Thanks to Fobby, Jokah and Pendullum for the new sounds. Some sounds, weapon positions and animations may be changed.

Let's not wait anymore, get the trailer that Sloth made today and enjoy it!:

ftp://195.13.63.185/figh7club/cnc-inside/deezer/Reborn/trailerone.zip
(about 36 mb)

If you cant' get it from that place use those links:

<http://www.cncreborn.iconique.net/weapons.wmv>

[http://www.planetcnc.com/files/main/index.asp?singlefile=yes &fileid=1643](http://www.planetcnc.com/files/main/index.asp?singlefile=yes&fileid=1643) (thx to PlanetCnC)

Subject: Re: CnC Reborn Trailer One!

Posted by [Lijitsu](#) on Sun, 21 Aug 2005 04:05:07 GMT

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I shall say the same thing after i saw it all: Dude thats fuckin awesome. Preview some buildings in the next movie?

Subject: Re: CnC Reborn Trailer One!

Posted by [Hydra](#) on Sun, 21 Aug 2005 05:12:45 GMT

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So... how 'bout that next public release?

Coming anytime... soon?

Or are you content with just showing off screenshits and huge-ass trailers to your public?

Subject: Re: CnC Reborn Trailer One!

Posted by [Spice](#) on Sun, 21 Aug 2005 07:10:14 GMT

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Hydra wrote on Sun, 21 August 2005 01:12: So... how 'bout that next public release?

Coming anytime... soon?

Or are you content with just showing off screenshits and huge-ass trailers to your public?

You always have something bad to say, I'm tired of it. Go find something else to do you ugly mother fucker.

Subject: Re: CnC Reborn Trailer One!
Posted by [Jokah](#) on Sun, 21 Aug 2005 07:11:56 GMT
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Exdeath's wrath. And yeah, the trailer is good. =D

Subject: Re: CnC Reborn Trailer One!
Posted by [Chronojam](#) on Sun, 21 Aug 2005 08:07:13 GMT
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Exdeath is silly when he snaps.

<http://www.reborn.communityteam.de/renardin/forum/viewtopic.php?t=564&start=15&postdays=0&postorder=asc&highlight=>

Post your comments here, but I'd suggest reading what's been said so far so you don't come across as a dumbfuck and/or blind.

Subject: Re: CnC Reborn Trailer One!
Posted by [Renardin6](#) on Sun, 21 Aug 2005 12:37:04 GMT
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Chronojam wrote on Sun, 21 August 2005 03:07Exdeath is silly when he snaps.

<http://www.reborn.communityteam.de/renardin/forum/viewtopic.php?t=564&start=15&postdays=0&postorder=asc&highlight=>

Post your comments here, but I'd suggest reading what's been said so far so you don't come across as a dumbfuck and/or blind.

/me hugs chrono.

(Can't believe I say that now)

Subject: Re: CnC Reborn Trailer One!
Posted by [=HT=T-Bird](#) on Sun, 21 Aug 2005 12:50:05 GMT
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Nice! Why no homing rockets though?

Subject: Re: CnC Reborn Trailer One!
Posted by [Jecht](#) on Sun, 21 Aug 2005 15:20:43 GMT
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cannot believe Im about to say this about a Renegade mod: Can't wait to play it.

Subject: Re: CnC Reborn Trailer One!
Posted by [Renardin6](#) on Sun, 21 Aug 2005 15:21:31 GMT
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We got ya!

Subject: Re: CnC Reborn Trailer One!
Posted by [SuperFlyingEngi](#) on Sun, 21 Aug 2005 17:20:33 GMT
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Beautiful. Although some of the weapons need HUD icons, and I agree with most of Chronojam's proposed fixes, especially the disc thrower.

Subject: Re: CnC Reborn Trailer One!
Posted by [Jokah](#) on Sun, 21 Aug 2005 17:43:44 GMT
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I only agree about the disc, since I think everything else is good. =D

Subject: Re: CnC Reborn Trailer One!
Posted by [Hav0c](#) on Sun, 21 Aug 2005 17:46:19 GMT
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SuperFlyingEngi wrote on Sun, 21 August 2005 13:20Beautiful. Although some of the weapons need HUD icons, and I agree with most of Chronojam's proposed fixes, especially the disc thrower.

The icons are done but we couldn't get them in in time for the video, but they will be in the next one methinks =)

Subject: Re: CnC Reborn Trailer One!
Posted by [Spice](#) on Sun, 21 Aug 2005 18:12:44 GMT
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Nevermind.

Subject: Re: CnC Reborn Trailer One!

Posted by [Nightma12](#) on Sun, 21 Aug 2005 19:21:20 GMT

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wow.

Subject: Re: CnC Reborn Trailer One!

Posted by [tooncy](#) on Mon, 22 Aug 2005 01:04:17 GMT

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Cool.

Subject: Re: CnC Reborn Trailer One!

Posted by [matty3k10](#) on Mon, 22 Aug 2005 02:57:17 GMT

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Liked the Plasma rifle and I like how you can shoot green or blue tiberium with the Tiberium auto rifle.

Very nice, cant wait to play it.

Subject: Re: CnC Reborn Trailer One!

Posted by [Hydra](#) on Mon, 22 Aug 2005 03:52:41 GMT

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EXdeath7 wrote on Sun, 21 August 2005 03:10 You always have something bad to say, I'm tired of it. Go find something else to do you ugly mother fucker.

Not my fault you people can't seem to get your shit together and release a playable mod. It's been, what, a year and a half since Reborn's shattering disappointment of a public beta was released, and you people haven't been able to produce a single patch to fix any of the numerous bugs in it? What has your team been doing besides wasting time designing and redesigning a shitload of models that contribute very little to real gameplay?

What a gigantic waste of time.

Quit making models and release the fucking mod!

Subject: Re: CnC Reborn Trailer One!

Posted by [Slash0x](#) on Mon, 22 Aug 2005 05:03:37 GMT

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You should add gravity to the heavier missiles. Most of those probably do a lot of damage anyways, why not make the player have to aim above the target at longer distances? But that's my own opinion, do what ya want.

Another thing I saw was the left hand; the left hand seemed to be REALLY fast moving. I understand you try to match sounds and motion, but I just thought I'd bring that up as well.

Looks good so far. I hope you get this done; you have the team, now completing it is the other half of the battle.

KUDOS! And Good Luck!

Subject: Re: CnC Reborn Trailer One!
Posted by [Renardin6](#) on Mon, 22 Aug 2005 07:45:43 GMT
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Hydra wrote on Sun, 21 August 2005 22:52: Not my fault you people can't seem to get your shit together and release a playable mod. It's been, what, a year and a half since Reborn's shattering disappointment of a public beta was released, and you people haven't been able to produce a single patch to fix any of the numerous bugs in it? What has your team been doing besides wasting time designing and redesigning a shitload of models that contribute very little to real gameplay?

What a gigantic waste of time.

Quit making models and release the fucking mod!

- We started a whole new mod in april 2004.
- Patch? You don't understand or you don't know what you are talking about fatass. It's a whole new mod, we didn't worked for previous version.
- Fix bugs? It's not finished yet... How can we fix something that's not finished?
- Gameplay? We are discussing balance/gameplay since april 2004 and will start testing the 'whole' stuff soon.
- Sorry to not be as fast as you 'kung-fat master'...

Don't bring again those stupids arguments you 'tard.

KTHXBYE&DIE.

Subject: Re: CnC Reborn Trailer One!
Posted by [Aircraftkiller](#) on Mon, 22 Aug 2005 09:43:12 GMT
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If it were new, it wouldn't be called by the same name it's been called for the past three years. You should already have tested all of this and had at least four patches out by now... Your incompetence is astounding.

Subject: Re: CnC Reborn Trailer One!

Posted by [Renardin6](#) on Mon, 22 Aug 2005 11:19:49 GMT

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Aircraftkiller wrote on Mon, 22 August 2005 04:43If it were new, it wouldn't be called by the same name it's been called for the past three years. You should already have tested all of this and had at least four patches out by now... Your incompetence is astounding.

hahaha... Show me the uvmap of chronosphere, then talk me again about incompetence you noob texturer. By the way, I could do a better ore truck than you with MSpaint... Incompetence, incompetence, incompetence is all I see when I go to your website... Apb is a rolling machine... You spend more effort at attacking/bashing us than taking care of your mod.

Subject: Re: CnC Reborn Trailer One!

Posted by [Dave Mason](#) on Mon, 22 Aug 2005 12:58:31 GMT

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Renardin, your insults aren't doing you much justice I have to say.

AircraftKiller is trying to get a reaction out of you and you are doing exactly that. However, chronojam, from my perspective, is giving you constructive criticism and you shouldn't be so aggressive towards him.

Anyway, from what I saw in that trailer it all looks good. I will be sure to download reborn when it's out to make up my own opinion of it.

Subject: Re: CnC Reborn Trailer One!

Posted by [Renerage](#) on Mon, 22 Aug 2005 17:34:31 GMT

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Nothing much more to say, great work i cant wait.

Subject: Re: CnC Reborn Trailer One!

Posted by [ChronoJam](#) on Mon, 22 Aug 2005 18:41:14 GMT

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If you never have anything more to say than a fucking smiley, ESPECIALLY more than once, then fuck off and don't post. Thanks.

Subject: Re: CnC Reborn Trailer One!

Posted by [Renerage](#) on Mon, 22 Aug 2005 18:57:25 GMT

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Chronojam wrote on Mon, 22 August 2005 14:41 If you never have anything more to say than a fucking smiley, ESPECIALLY more than once, then fuck off and don't post. Thanks.

Aint gunna stop me.

i liked it, therefore shut up. you have no right tellin whut i can and cannot post. Thanks.

Edit by YSL: But I can. Read your apology, so it's alright. But for anyone else, don't spam smileys.

Subject: Re: CnC Reborn Trailer One!

Posted by [Ma1kel](#) on Mon, 22 Aug 2005 21:52:39 GMT

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Removed by YSL, off-topic

Back on-topic, the Trailer is very good.

Subject: Re: CnC Reborn Trailer One!

Posted by [Slash0x](#) on Tue, 23 Aug 2005 00:08:27 GMT

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Aircraftkiller wrote on Mon, 22 August 2005 05:43 If it were new, it wouldn't be called by the same name it's been called for the past three years. You should already have tested all of this and had at least four patches out by now... Your incompetence is astounding.

I think they are now deticated enough to finally get this mod on the road.

Besides, where's your mod for Renegade? Oh wait, you changed the name three times and went through 3 different engines. Silly me...so... "STFU bich and leave"!

Subject: Re: CnC Reborn Trailer One!

Posted by [Renerage](#) on Tue, 23 Aug 2005 03:36:40 GMT

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Ok, well either way just because i dont feel like typing 5-6 paragraphs *cough*warr*cough* dun mean they have no revelance, sure i admit some of my posts are idiotic, but hey, dont we all have some stupid posts from time to time? If you all would like it better, ill watch what i post. Hopefully by this way i can not offend ne one. Would that make you all happy? My comical/sarcastic posts will drop however my short ones will not, is that ok with everyone?

And i apologize about the smileys, i was wrong in doing it, i should just said i liked it and that should have been it.

DJM, Maikal, Lij, and everyone else i have offended/pissed off with my noobish posts, you wont

see them anymore (unless you guys consider an apology post is a nooish one...)

Make everyone happy?
Sure makes me happy.

P.S., ill stop posting on things i dont know about also.

Subject: Re: CnC Reborn Trailer One!
Posted by [Lijitsu](#) on Tue, 23 Aug 2005 05:00:03 GMT
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Dont call me Lij, or ill boil your eyelids...
Alright, way to much 8-bit Theatre...

Subject: Re: CnC Reborn Trailer One!
Posted by [bisen11](#) on Tue, 23 Aug 2005 05:13:00 GMT
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I like the chaingun like weapons. What would be cool is if you could get some sort of grenade.
Renegade always lacked that

Subject: Re: CnC Reborn Trailer One!
Posted by [Dr. Lithius](#) on Tue, 23 Aug 2005 05:48:27 GMT
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I saw a crowbar in there. A Mutant Hijacker Crowbar. How on Earth are you going to program in Mutant Hijackers? Furthermore, does the Crowbar work as a brutal melee weapon of some kind? Renegade always did lack melee weaponry. Unless you include the Repair Gun's "Dismantle" feature.

All and all, this looks freaking hawt. I can't freaking wait to play Reborn "v2" . . .

Edit: Sorry. I made this post after doing HTML and sort of got mixed up. Non-break Space codes removed.

Subject: Re: CnC Reborn Trailer One!
Posted by [Renerage](#) on Tue, 23 Aug 2005 08:02:10 GMT
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dude#1 wrote on Tue, 23 August 2005 01:13I like the chaingun like weapons. What would be cool is if you could get some sort of grenade. Renegade always lacked that

Grenade LAUNCHER? but yes i see what you mean, the ability to throw real grenades and have em yell GRENADE (killzone) that would be amazing. not to mention, fun as hell when your gettin rushed by tanks and you chuck grenades like your life is at stake.

Subject: Re: CnC Reborn Trailer One!

Posted by [Chronojam](#) on Tue, 23 Aug 2005 08:36:17 GMT

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Yelling before throwing a grenade which is a rather 'stealthy' weapon and relies on the element of surprise rather than speed in most cases... is really fucking gay. Granted, in SOME situations, it's very practical-- example: AAOps. It's good procedure to let your force know you're throwing a grenade and all; you're in a very overt combat situation, and the shout-out is very simple for when a weapon with great friendly fire is released ("Frag out!").

In CS? It's fucking gay as hell. And the voice sounds very disinterested, like some kind of customer service guy placing a call to a register for a price check. "Kelli to customer service. Price check on the corn. Fire in the hole. Call on line one." It'd be equally as homosexual in Reborn, or RenAlert for that matter (hence there was no scream before a grenade is thrown.. or yawned out exclamation).

Subject: Re: CnC Reborn Trailer One!

Posted by [Dave Mason](#) on Tue, 23 Aug 2005 12:12:55 GMT

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rofl. Funny but true, I can't stand the fire in the hole call on CS Source.

It is useful in a way though. If some tard on your team was to throw a grenade or a flash your way, you'd know who it was and you could turn around and shoot their ass.

Subject: Re: CnC Reborn Trailer One!

Posted by [Jecht](#) on Tue, 23 Aug 2005 17:53:21 GMT

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the did switch to source, then got bored, and switched to BF2.

Subject: Re: CnC Reborn Trailer One!

Posted by [Lijitsu](#) on Tue, 23 Aug 2005 18:12:44 GMT

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You have NO idea how helpful the Grenades in Ren Alert are. I stopped someone from kill my base with just 1 Grenadier. I killed his tank, hid behind one of my vehicles i just purchased, and

tossed Grenades over the top of it until he died.

Subject: Re: CnC Reborn Trailer One!

Posted by [bisen11](#) on Tue, 23 Aug 2005 18:18:28 GMT

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Lijitsu wrote on Tue, 23 August 2005 14:12 You have NO idea how helpful the Grenades in Ren Alert are. I stopped someone from kill my base with just 1 Grenadier. I killed his tank, hid behind one of my vehicles i just purchased, and tossed Grenades over the top of it until he died.

Oh yah, the grenades are overpowered there and really cheap in infantry wars.

Subject: Re: CnC Reborn Trailer One!

Posted by [Lijitsu](#) on Tue, 23 Aug 2005 18:29:58 GMT

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Let me get this straight:

You think that one of the most powerful AI weapons in an army's arsenal, capable of taking out Light Tanks from underneath, capable of clearing a room so that that army's soldiers dont die, capable of grounding aircraft, capable of incapacitating an entire squad of soldiers, is overpowered? The Grenade in Ren Alert, are actually underpowered since they were made for a video game. They are ment to balance the game.

Subject: Re: CnC Reborn Trailer One!

Posted by [Dr. Lithius](#) on Tue, 23 Aug 2005 20:21:46 GMT

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ROCKS FALL, EVERYBODY DIES

Everyone stop your god damned bitching and get back on topic.

Subject: Re: CnC Reborn Trailer One!

Posted by [TankClash](#) on Tue, 23 Aug 2005 21:17:15 GMT

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Yes, why a crowbar? Why not some sort of combat knife?

Subject: Re: CnC Reborn Trailer One!

Posted by [Jecht](#) on Tue, 23 Aug 2005 22:33:31 GMT

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because hes a mutant Hijacker, not much use for a knife when you try to get the hatch of a buggy open.

Subject: Re: CnC Reborn Trailer One!

Posted by [bisen11](#) on Tue, 23 Aug 2005 22:46:15 GMT

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Lijitsu wrote on Tue, 23 August 2005 14:29Let me get this straight:

You think that one of the most powerful AI weapons in an army's arsenal, capable of taking out Light Tanks from underneath, capable of clearing a room so that that army's soldiers dont die, capable of grounding aircraft, capable of incapacitating an entire squad of soldiers, is overpowered? The Grenade in Ren Alert, are actually underpowered since they were made for a video game. They are ment to balance the game.

Well most people can't carry around an infinite amount of grenades on them. So think about that.

Subject: Re: CnC Reborn Trailer One!

Posted by [YSLMuffins](#) on Tue, 23 Aug 2005 23:53:25 GMT

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Whoa, I can really miss a lot in a short period of time.

Everyone here really needs to stop with the cheap shots. :-\

Subject: Re: CnC Reborn Trailer One!

Posted by [Lijitsu](#) on Wed, 24 Aug 2005 00:27:48 GMT

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dude#1 wrote on Tue, 23 August 2005 18:46Lijitsu wrote on Tue, 23 August 2005 14:29Let me get this straight:

You think that one of the most powerful AI weapons in an army's arsenal, capable of taking out Light Tanks from underneath, capable of clearing a room so that that army's soldiers dont die, capable of grounding aircraft, capable of incapacitating an entire squad of soldiers, is overpowered? The Grenade in Ren Alert, are actually underpowered since they were made for a video game. They are ment to balance the game.

Well most people can't carry around an infinite amount of grenades on them. So think about that. Most people are in a squad. Think about that.

Subject: Re: CnC Reborn Trailer One!
Posted by [Dr. Lithius](#) on Wed, 24 Aug 2005 01:09:29 GMT
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YSLMuffins wrote on Tue, 23 August 2005 16:53Whoa, I can really miss a lot in a short period of time.

Everyone here really needs to stop with the cheap shots. :-\
Freakin' seconded. . .

Subject: Re: CnC Reborn Trailer One!
Posted by [YSLMuffins](#) on Wed, 24 Aug 2005 02:02:51 GMT
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The trailer finally finished. And wow, I must say, I am impressed.

Subject: Re: CnC Reborn Trailer One!
Posted by [Chronojam](#) on Wed, 24 Aug 2005 06:56:13 GMT
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dude#1 wrote on Tue, 23 August 2005 18:46Lijitsu wrote on Tue, 23 August 2005 14:29Let me get this straight:

You think that one of the most powerful AI weapons in an army's arsenal, capable of taking out Light Tanks from underneath, capable of clearing a room so that that army's soldiers dont die, capable of grounding aircraft, capable of incapacitating an entire squad of soldiers, is overpowered? The Grenade in Ren Alert, are actually underpowered since they were made for a video game. They are ment to balance the game.

Well most people can't carry around an infinite amount of grenades on them. So think about that.

What about infinite ammunition for an M60, or Dragon reloads, or infinite repair supplies and stamina to perform repairs, or unlimited napalm, or everlasting batteries? Why do you not complain that artillery possess infinite rounds, or that V2 launchers reload in the field?

Welcome to the land of "Renegade Alert is a game, based on Red Alert, which was a game"
(Think about that)

Grenadiers are a liability to their teammates, lack close-in firepower and effectiveness, and aren't good at very long ranges either.

Subject: Re: CnC Reborn Trailer One!
Posted by [Renardin6](#) on Wed, 24 Aug 2005 09:34:43 GMT

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YSLMuffins wrote on Tue, 23 August 2005 21:02The trailer finally finished. And wow, I must say, I am impressed.

Thank you.

Subject: Re: CnC Reborn Trailer One!
Posted by [Jokah](#) on Wed, 24 Aug 2005 13:30:55 GMT

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YSLMuffins wrote on Tue, 23 August 2005 22:02The trailer finally finished. And wow, I must say, I am impressed.

Appreciated.

Subject: Re: CnC Reborn Trailer One!
Posted by [Halo38](#) on Wed, 24 Aug 2005 15:59:49 GMT

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I like the care that has been given the detail in those weapons as a whole

But, please keep something a suprise for when you realese this mod stop showing us everything or we will just get bored of it very quickly I feel I know the entire mod already. I want to play the stickman mod more than I do Reborn right now as it has a great element of mystery about it even though yours is clearly better.

But go on, make the M680 minigun firing sound a little meatier

Subject: Re: CnC Reborn Trailer One!
Posted by [Dr. Lithius](#) on Wed, 24 Aug 2005 17:11:00 GMT

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My question about the damage ratio of the Mutant Hijacker Crowbar was never answered. I wanna know if you can club the crap out of someone with that thing. Does it do more damage than the Pistol or less? Stuff like that. Clubbing people ranks really high on my list of "crap I like doing in online First-Person Shooters". Particularly in games where a knock to the head will put someone down for good.(Ah. . .that's particularly satisfying when you can do that with the Flag in Halo. . .)

Subject: Re: CnC Reborn Trailer One!
Posted by [Lijitsu](#) on Wed, 24 Aug 2005 17:14:31 GMT

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I killed someone with a Flag when he had just spawned once. It was on Gephyraphobia, and i grabbed th Overshield in the enemy base, and the flag. The dude respawned like two inches from me, and so i started bashing him. I killed him, ran out, read what he said(Something like: "Wait, how?") and then right into him again, Thats when he killed me.

Subject: Re: CnC Reborn Trailer One!
Posted by [terminator 101](#) on Fri, 26 Aug 2005 17:19:10 GMT
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When I view the Video on Winamp, the sound sounds, but there is no video, and I have to fast forward it in order to be able to see anything, and even after I fast forward it, the picture allways stops, so I have to fast forward again, and again...

Subject: Re: CnC Reborn Trailer One!
Posted by [Hav0c](#) on Fri, 26 Aug 2005 18:40:52 GMT
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Codecs?

Subject: Re: CnC Reborn Trailer One!
Posted by [terminator 101](#) on Fri, 26 Aug 2005 18:46:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

what are "Codecs"?

Subject: Re: CnC Reborn Trailer One!
Posted by [Jaspah](#) on Fri, 26 Aug 2005 19:01:59 GMT
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Terminator 101 wrote on Fri, 26 August 2005 14:46what are "Codecs"?

Information on how to view a certain video or music file.

Subject: Re: CnC Reborn Trailer One!
Posted by [terminator 101](#) on Fri, 26 Aug 2005 21:35:42 GMT
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1. Nevermind, I used Windows Media player and it works there. But I Don't understand why it does not work on Winamp. Is it working for you people?

2. You don't have to quote the post directly above you

Subject: Re: CnC Reborn Trailer One!

Posted by [Lijitsu](#) on Fri, 26 Aug 2005 21:59:44 GMT

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Terminator 101 wrote on Fri, 26 August 2005 17:35:1. Nevermind, I used Windows Media player and it works there. But I Don't understand why it does not work on Winamp. Is it working for you people?

2. You don't have to quote the post directly above you

Sure you do! Its to make sure the retards at the forum know who were speaking to!

Subject: Re: CnC Reborn Trailer One!

Posted by [Sniper_De7](#) on Sat, 27 Aug 2005 14:39:31 GMT

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my winamp works. I downloaded some codec pack a long time ago. But usually if it doesn't work I use VLC which works pretty well
