
Subject: CnC Reborn @ PlanetCnC
Posted by [Renardin6](#) on Sat, 27 Aug 2005 17:19:51 GMT
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We moved, you can still find us there:

<http://www.cncreborn.planetcnc.gamespy.com>
<http://www.cncreborn.moddb.com>

The adress cncreborn.net will be redirected later by Oem.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Renerage](#) on Sat, 27 Aug 2005 18:00:23 GMT
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Renardin6 wrote on Sat, 27 August 2005 13:19We moved, you can still find us there:

<http://www.cncreborn.planetcnc.gamespy.com>
<http://www.cncreborn.moddb.com>

The adress cncreborn.net will be redirected later by Oem.

any release dates for the final version? or at least an estimate?

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Renardin6](#) on Sat, 27 Aug 2005 18:44:28 GMT
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<http://www.cncreborn.planetcnc.gamespy.com/forum/viewtopic.php?t=325> Read.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Aircraftkiller](#) on Sat, 27 Aug 2005 21:31:33 GMT
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A year to two years starting from this point - that's when it'll be released, if it ever is.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Jecht](#) on Sat, 27 Aug 2005 22:08:18 GMT
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When is APB coming out?

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Dr. Lithius](#) on Sat, 27 Aug 2005 23:12:59 GMT
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Yes. . . When is Red Alert: A Path Beyond going to be released to the public? Hm? :3

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Aircraftkiller](#) on Sat, 27 Aug 2005 23:46:38 GMT
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You would use that as a comparison to something that's been promised to be released every few months over the past year? You have some really bad logic, or you're as stupid as you appear to be.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Jecht](#) on Sat, 27 Aug 2005 23:52:43 GMT
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comparison? Why, whatever do you mean o' high and mighty Aircraftkiller? All I did was query upon the release of Red Alert: A Path Beyond.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Lijitsu](#) on Sat, 27 Aug 2005 23:53:28 GMT
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Renardin6 wrote on Sat, 27 August 2005 14:44
<http://www.cncreborn.planetcnc.gamespy.com/forum/viewtopic.php?t=325> Read.

Soo... About three or four months? Maybe one or two more?

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Aircraftkiller](#) on Sun, 28 Aug 2005 00:13:29 GMT
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You worded your question in a way that implies that RA:APB has taken too long to produce (Which is nonsensical considering BF2's tools just recently came out), even though we've never set a release date and have only started working with the engine. This is completely unlike Reborn which has had three years to get a playable beta test out which isn't riddled with enormous amounts of bugs and sloppy workmanship, whereas Renegade Alert (For the misinformed, the old project that was abandoned in favor of working with a good engine from today, not from 1998) has had several beta versions out with plenty of patches and support until the termination of the project.

So please; if you must continue making idiotic comparisons that depend on the inherent ignorance of people much like yourself, who have the memory of a clam and the ability to think like a chimp - try and make it a little more entertaining.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Chronojam](#) on Sun, 28 Aug 2005 00:13:31 GMT
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Joseph Collins wrote on Sat, 27 August 2005 19:12Yes. . . When is Red Alert: A Path Beyond going to be released to the public? Hm? :3
We'll need a couple months after the release of BF2's tools. Some of the team have already been playing around with them of course, and the team already has a couple pages of documentation we've generated as we've learned tricks and tips regarding the editor, and notes of any bugs to watch out for that can cause trouble when trying to mod.

Renegade Alert was released and patched and played far sooner, more, and better than Reborn was, and technically it still is. I remember when Renardin swore to me that April would be the release date, and then August... With all this time you'd think they could have fixed some of the glaring "Wtf" problems, and I'll give them some credit in that department.

Sidenote: Rumor has it that I am trying to brainwash their team and it's my fault it's taking them so long to release.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Jecht](#) on Sun, 28 Aug 2005 01:29:02 GMT
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Chronojam wrote on Sat, 27 August 2005 17:13Joseph Collins wrote on Sat, 27 August 2005 19:12Yes. . . When is Red Alert: A Path Beyond going to be released to the public? Hm? :3
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Sidenote: Rumor has it that I am trying to brainwash their team and it's my fault it's taking them so long to release.

Aircraftkiller, look up at what I quoted. See that? Its reply to my question! Hooray for Chronojam, acknowledger of questions! Its a good thing you got people like him around, otherwise when

people ask simple questions you might get confused again and go off on a tangent about how I'm always "out to get you". Aircraftkiller, why not simply ignore me if you feel I don't entertain you. Seriously, I wouldn't care at all, go ahead. Heres the link and everything: ACK IGNORE ME!!!. Just type gbull, click add and hey, your not annoying my ass anymore. Everyone wins! I'll just ask Chronojam any questions I may have.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Aircraftkiller](#) on Sun, 28 Aug 2005 03:18:47 GMT
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You are an idiot. You completely miss the point and can't even understand your own sentences. Are you actually typing this absolute crap or do you have some little brother you blame for it instead?

I never said you were out to get me. In fact I've never said that once, or ever implied that. What I have said is that you're an idiot (Read up a little to see it again) and that you've contradicted yourself by saying you hate all Renegade "mods" yet talk about how great Reborn is, when the exact opposite has been true for the past three years.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Renx](#) on Sun, 28 Aug 2005 06:30:33 GMT
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His lies are not true!

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Spice](#) on Sun, 28 Aug 2005 06:48:09 GMT
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Aircraftkiller wrote on Sat, 27 August 2005 19:46You would use that as a comparison to something that's been promised to be released every few months over the past year? You have some really bad logic, or you're as stupid as you appear to be.

Dig up where we promised a release date. I'm not calling you a liar but I would like to see some fact to your claim.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Dr. Lithius](#) on Sun, 28 Aug 2005 07:08:51 GMT
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Chronojam wrote on Sat, 27 August 2005 17:13Joseph Collins wrote on Sat, 27 August 2005 19:12Yes. . . When is Red Alert: A Path Beyond going to be released to the public? Hm? :3

We'll need a couple months after the release of BF2's tools. Some of the team have already been playing around with them of course, and the team already has a couple pages of documentation we've generated as we've learned tricks and tips regarding the editor, and notes of any bugs to watch out for that can cause trouble when trying to mod.

Thank you. And while I admit a part of me was, yes, just being an ass. . .I really was curious.(This is mostly pointed towards Crafty.) I might have to break down and buy Battlefield 2 just for this.

Subject: Re: CnC Reborn @ PlanetCnC

Posted by [Jecht](#) on Sun, 28 Aug 2005 11:25:00 GMT

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[#msg_15890](http://www.renegadeforums.com/index.php/m/0/15890/0/rid=3512)

ACK, I hated the Reborn beta. I thought it was crap. So because I thought the beta was crap, and I said all Renegade mods suck(The ones that were out. I'm also right by the way.). Does that mean future ones have to suck too? No, and If I want to change my mind if someone wants to try and fix what they did wrong(The Reborn team) then I have every right too. Just because your too stubborn to take a look at one of their models and say: "Hey, that looks good," and then give CONSTRUCTIVE criticism, doesn't mean I am. Because their "textures" are much better than another piss poor mod I had the misfortune of playing. If you can't read any of what I just posted; Become literate.

Subject: Re: CnC Reborn @ PlanetCnC

Posted by [Aircraftkiller](#) on Sun, 28 Aug 2005 12:46:04 GMT

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Quote:Dig up where we promised a release date. I'm not calling you a liar but I would like to see some fact to your claim.

I'm not going to bother searching your forum, but I do remember Retardin giving at least two release dates which were obviously missed so far.

Quote: So because I thought the beta was crap, and I said all Renegade mods suck(The ones that were out. I'm also right by the way.). Does that mean future ones have to suck too?

Since you just answered your own question before you wrote it, yes - that is exactly what you said. You've used the phrase in a way that implies that anything made for Renegade will suck regardless of it, and that you'll hate it no matter what. If that's not what you meant, I'm sorry. Learn to articulate yourself and, perhaps, being misunderstood because of your own ignorance won't be a problem.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Chronojam](#) on Sun, 28 Aug 2005 14:45:58 GMT
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EXdeath7 wrote on Sun, 28 August 2005 02:48Aircraftkiller wrote on Sat, 27 August 2005 19:46You would use that as a comparison to something that's been promised to be released every few months over the past year? You have some really bad logic, or you're as stupid as you appear to be.

Dig up where we promised a release date. I'm not calling you a liar but I would like to see some fact to your claim.

2/16/2005 6:04:37 PM Renardin Chronojam I still plan a release for end of march

I don't know why I had that on hand. It must have been important to me at one time or another. Usually you could catch me quoting one of the end of April estimates, but I guess I got lucky and found a March release plan.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Jecht](#) on Sun, 28 Aug 2005 15:22:51 GMT
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Aircraftkiller wrote on Sun, 28 August 2005 08:46Quote:

So because I thought the beta was crap, and I said all Renegade mods suck(The ones that were out. I'm also right by the way.). Does that mean future ones have to suck too?

Since you just answered your own question before you wrote it, yes - that is exactly what you said. You've used the phrase in a way that implies that anything made for Renegade will suck regardless of it, and that you'll hate it no matter what. If that's not what you meant, I'm sorry. Learn to articulate yourself and, perhaps, being misunderstood because of your own ignorance won't be a problem.

lol

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Spice](#) on Sun, 28 Aug 2005 17:59:39 GMT
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I don't consider that promising, looks like a rough estimate to me. Besides how does one person speak for the entire team?

[Hurray! 1000 posts!]

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Renardin6](#) on Sun, 28 Aug 2005 18:28:33 GMT
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wow, 1000 posts!

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [CnCsoldier08](#) on Mon, 29 Aug 2005 02:47:57 GMT
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Gbull..Do you honestly think Renegade Alert is crap? Or are you just saying that since it is/was lead by Aircraftkiller? My money is on the second one. If not, please list some reasons it was bad.

Now then, asking when Red Alert: A Path Beyond was coming out was totally retarded. Show me a finished mod, total conversion, replacing units, at least a dozen new maps, and many other changes, totally finished and released on the BF2 engine. Not even the one LBrown is on(EA's PR guy) is close to that. I cannot believe that every time AK says something about Reborn, you bring up that dumbass claim that he shouldn't talk since APB isn't done.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Jecht](#) on Mon, 29 Aug 2005 03:01:41 GMT
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It wasn't fun. Renegade is fun. The maps were crap, Helis in the field were pretty much invincible with a half decent pilot, about the only thing I liked about it was it gave the feeling of the Red Alert Universe, and the modeling.

For The Reborn Beta:

It was more fun, but there were glitches with the Devils tongue where you could repair while underground. the maps weren't very good, and the feeling of Tiberian Sun was lacking for me.

I didn't like RenAlert long before I even met ACK. And a little FYI, this is the first time I've ever asked about APB's release date. What are you, some buddy of ACK's that he talks to on IRC or something? I've never even seen you before.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [CnCsoldier08](#) on Mon, 29 Aug 2005 04:20:16 GMT

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Yeah, that's me, Aircraftkillers best buddy. The reason I don't post here much is because of people like you.

Why were the Renalert maps bad? They were way better than any of the westwood maps, for sure. Once again, I feel that you are saying you do not like the maps just because of the author of them. My point wasn't about you asking about the release date, its just that you usually seem to bring up APB, when it is completely irrelevant, as it is on a different engine. I never said you brought that up more than once anyways.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Chronojam](#) on Mon, 29 Aug 2005 05:00:07 GMT

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Tweekbee being AK's buddy? Wow. Anyway, Tweekbee, why haven't you been near the IRC in the past 4 months? You IMed me tonight, I didn't see it -- probably you wanted to link me to this.

And yes, Renegade Alert maps were far better than the Renegade ones for many reasons. And the Reborn ones were atrocious. One of the only maps that was good (and one of the only maps at all for that matter) was Siege and that would crash the server so it was never played on.

Edit to fix a potentially angering nickname I have for Tweekbee.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Aircraftkiller](#) on Mon, 29 Aug 2005 09:13:31 GMT

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Helicopters aren't invincible at all. If you use anti-aircraft weapons, like Mammoth Tanks, Rocket Soldiers, Tesla Tanks, Shock Troopers, Volkov, etc... They're really easy to take out. The only time helicopters are even remotely useful is when they attack in groups; unlike Renegade where they have unlimited ammunition.

State some reasons, preferably with logic to them, why you don't like the levels that were made for RA. There needs to be more than just "They were crap" because a lot of what you say is complete and utter crap, but at the least I'll give you a reason why it's crap and why it makes me think you're one of the most stupid members this forum has had in the last year.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Jecht](#) on Mon, 29 Aug 2005 09:34:06 GMT

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well, for one. The only map I played, was way to damn open. It was almost flat the whole way through with hills thrown here and there. After that map, I purged the mod from my computer.

and Soldier, I told you, I played that mod long before I even knew that ACK was a compulsive jackass. Better than the Westwood maps? Bullshit, westwood maps took strategy, skill, and teamwork to dominate effectively, but even the lone soldier can win the game for his team. Why did I bring up APB? To Fuck with ACK, any halfwit would see that, I just wanted to screw with him some more. I thought I would get some entertainment out of it, and I was right. Also, its very amazing that whatever ACK doesnt like is automatically deemed stupid, or an idiot.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Aircraftkiller](#) on Mon, 29 Aug 2005 10:05:04 GMT
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So you don't even know the name of it, much less the fact that it's modeled after Red Alert and the European terrain it set in. Yes, that must make it suck. Is that your only reason? Oh wait, in your poorly written paragraph I can see that you've tried constructing yet another argument against the levels. You've implied that they take no strategy and teamwork to win. Since you're unable to use your brain, or unwilling, I will go ahead explain why (Yet again) you're an idiot.

First, to actually get to the enemy base and do significant damage requires either more than one tank or a commando class unit such as Volkov or Tanya. Second, the time it takes to get across the level means that tanks often meet before they're in the enemy base, unless they use strategy to evade the normal paths and forge their own. The mountains exist not to block unit travel; only to route it into easier paths of movement. So it's not uncommon to find tanks climbing over the hills and the shallow cliffs in order to get to a lesser traveled area, making it easy to access the enemy base. I'll list some more reasons when you post again, assuming you can keep coming up with these poorly written responses.

I'm more surprised that you think any halfwit would figure this out immediately. It was obvious that your intent was to harass, which you not only failed at but were completely and utterly transparent with. You are not clever, nor are you funny or witty. You are a boring, dull kid who uses phrases from people like me (Yeah, like you actually find entertainment in arguing with me like I always have, and have always proclaimed, with watching you expose yourself as a fool every time you type in this forum) to try and bolster their pathetic attempt at writing a forum reply.

If you thought that nobody figured out what you were trying to do until the magical moment when you just tried to explain it, then I don't honestly know what to say. But I do think this graemlin expresses my emotions for how stupid you are better than I can.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Spice](#) on Mon, 29 Aug 2005 11:56:04 GMT
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I didn't like the Helicopter system just because the short ammount of ammo. That's just me though. I like Renegade alert.

There was plenty of enough filler left for me to keep busy with. I really loved Fjord. That was such a great map along with Zama. I really wish they were released with the last version.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Jecht](#) on Mon, 29 Aug 2005 18:16:13 GMT
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"ACK" If you thought that nobody figured out what you were trying to do until the magical moment when you just tried to explain it, then I don't honestly know what to say.

Of course I knew that you were aware of my intentions from the very next post after mine. I was just being an asshole. You know? That thing you are every day. Do you think calling me stupid every time I post something contradictory to your statements is actually hurting my feelings? Do you have any other insults besides attempting to ridicule someone's intelligence? Or maybe it just makes you feel like your E-penis is bigger than it actually is. In any case, you might as well stop, because its overplayed.

By the way, if you recall, I played your mod for about 5 minutes remember? Why would I bother to memorize the map's name? I'm not going to re-download, and re-install just so I can get my facts straight on something so trivial.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Aircraftkiller](#) on Mon, 29 Aug 2005 22:25:02 GMT
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I insult your intelligence because you have little. Finally showing that you can write somewhat properly in the English language isn't exactly bolstering your position, either. The only thing I derive from our interaction online is humor and even then you provide very little because of how boring and predictable your responses are. If, even once, you had the imagination and creativity to come up with a new take on an old insult, or at the very least attempt to make yourself look like less of an idiot; you'd find that you would be treated a lot differently.

But that's okay, you don't want to change, and I just want to belittle you for being what you are - a simple minded fool who thinks he can judge a total conversion in its entirety from five minutes of gameplay. Even I spent more than five minutes playing Reborn before I came to the conclusion, as did many others, that it was horrible. It took about three hours of playing with it to understand what was wrong, why it was dysfunctional and garbage-like, and that alone was enough to hate it.

Five minutes is nothing, idiot.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Chronojam](#) on Mon, 29 Aug 2005 22:34:10 GMT
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gbull wrote on Mon, 29 August 2005 05:34well, for one. The only map I played, was way to damn open. It was almost flat the whole way through with hills thrown here and there. After that map, I purged the mod from my computer. and Soldier, I told you, I played that mod long before I even knew that ACK was a compulsive jackass. Better than the Westwood maps? Bullshit, westwood maps took strategy, skill, and teamwork to dominate effectively, but even the lone soldier can win the game for his team. Why did I bring up APB? To Fuck with ACK, any halfwit would see that, I just wanted to screw with him some more. I thought I would get some entertainment out of it, and I was right. Also, its very amazing that whatever ACK doesnt like is automatically deemed stupid, or an idiot.

Gbull, no offense but you played one map only, and I'm betting you never downloaded any of the fan maps. There's more quality fan maps then total maps for any incarnation of Reborn ever, just as a side note.

Also, Westwood maps all involved the same basic layouts, which I will now highlight, with one example apiece to get the idea across.

Layout one: "There is a path from here to there for the tanks, and a tunnel going the other way for infantry" (Canyon)

Layout two: "There is a wider path with 3 branches due to placed obstacles, and a tunnel going the other way for infantry" (Field)

Layout three: "Symmetrical, tiberium in middle and 3 paths directly from base with some infantry paths in the middle" (Mesa)

The bases had the same basic layouts. "Everything, base defenses" "Everything, except base defenses" This leads to basically a grind-it-out between vehicles in one small area, the occasional APC or stealth tanks around one side, etc. with infantry dicking around away from everything else really and being largely ineffectual against vehicles-- except a couple infantry being very effective, a huge gap compared to the rest. In terms of keeping the infantry and tanks fighting in one area, Under takes the cake, but that map sadly only has one base entrance for tanks due to it falling into map template number two.

Most Renegade Alert maps had at least two tank-exists from each base at the very least.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Coolair](#) on Mon, 29 Aug 2005 22:40:15 GMT
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At least we have stayed on topic.

-Coolair-

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Chronojam](#) on Mon, 29 Aug 2005 22:44:01 GMT

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Coolair, why don't you put -coolair- in your sig? </offtopic>

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Coolair](#) on Mon, 29 Aug 2005 23:01:15 GMT
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Yeah i should do Chronojam. But still im trying to make a good signature with it in. (I just got Photoshop so expect something in 100 years)lol

Aw man now im going off topic:P

-Coolair-

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Jecht](#) on Mon, 29 Aug 2005 23:02:16 GMT
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Aircraftkiller wrote on Mon, 29 August 2005 17:25I insult your intelligence because you have little. Finally showing that you can write somewhat properly in the English language isn't exactly bolstering your position, either. The only thing I derive from our interaction online is humor and even then you provide very little because of how boring and predictable your responses are. If, even once, you had the imagination and creativity to come up with a new take on an old insult, or at the very least attempt to make yourself look like less of an idiot; you'd find that you would be treated a lot differently.

But that's okay, you don't want to change, and I just want to belittle you for being what you are - a simple minded fool who thinks he can judge a total conversion in its entirety from five minutes of gameplay. Even I spent more than five minutes playing Reborn before I came to the conclusion, as did many others, that it was horrible. It took about three hours of playing with it to understand what was wrong, why it was dysfunctional and garbage-like, and that alone was enough to hate it.

Five minutes is nothing, idiot.

At the time there was one server, and I didn't like the map. So I stopped playing. Before that I tried Reborn, and I didn't like it, so I figured it was more of the same. The part of your mod I played was crap. Happy? If not whatever. How is it Chronojam can explain things without being an asshole and mister Aircraftkiller cannot?

Coolair wrote on Mon, 29 August 2005 18:01Yeah i should do Chronojam. But still im trying to make a good signature with it in. (I just got Photoshop so expect something in 100 years)lol

Aw man now im going off topic:P

-Coolair-

If you need any help while doing that Just pm me in UN forums, i'd be glad to help.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Chronojam](#) on Tue, 30 Aug 2005 01:18:20 GMT
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Actually Gbull if you asked certain people, they'd claim I was an asshole and made their mod 2 years late and leaked their source files. Otherwise yeah, I'm a nice guy ^_^

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Jecht](#) on Tue, 30 Aug 2005 01:55:20 GMT
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well, your not an asshole to me.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Naamloos](#) on Tue, 30 Aug 2005 19:40:22 GMT
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Aircraftkiller wrote on Tue, 30 August 2005 00:25how boring and predictable your responses are.

So are yours.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Slash0x](#) on Tue, 30 Aug 2005 20:43:20 GMT
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Chronojam wrote on Mon, 29 August 2005 21:18Actually Gbull if you asked certain people, they'd claim I was an asshole and made their mod 2 years late and leaked their source files. Otherwise yeah, I'm a nice guy ^_^

Haha! As posted above, you mostly don't post like an asshole, but others (AKA "Great and all mighty" N00bcraftkiller) cannot.

ACK can bich about one poly out of place or a "concrete" slab for 10 pages worth of posts...just amazing.

Atleast, Chronojam explains in detail why he doesn't like it and displays proof then moves on...

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Aircraftkiller](#) on Tue, 30 Aug 2005 23:41:54 GMT
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I do the same, you just refuse to accept it in your blind hatred of me.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Jecht](#) on Wed, 31 Aug 2005 00:34:06 GMT
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quote it.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [Venom Pawz](#) on Wed, 31 Aug 2005 00:36:49 GMT
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::wanders in since she heard somebody say something about this thread going off-topic:: =D
Hello there.

Subject: Re: CnC Reborn @ PlanetCnC
Posted by [YSLMuffins](#) on Wed, 31 Aug 2005 01:50:16 GMT
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Geez.
