
Subject: CnC Reborn : Building Update
Posted by [Renardin6](#) on Fri, 14 Oct 2005 15:19:43 GMT
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<http://cncreborn.planetcnc.gamespy.com/forum/viewtopic.php?t=704>

Renders and in-game screenshots to see (note that what you see might not be final):

Subject: Re: CnC Reborn : Building Update
Posted by [Lijitsu](#) on Fri, 14 Oct 2005 15:23:09 GMT
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Very nice.

I love your signature.

Subject: Re: CnC Reborn : Building Update
Posted by [JeepRubi](#) on Fri, 14 Oct 2005 15:50:21 GMT
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I CANT WAIT

i cant wait i cant wait i cant wait
YAY!!!

Subject: Re: CnC Reborn : Building Update
Posted by [Ma1kel](#) on Fri, 14 Oct 2005 15:51:12 GMT
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Yes, the screenshots are great. Love the signature too.

Subject: Re: CnC Reborn : Building Update
Posted by [Chronojam](#) on Fri, 14 Oct 2005 16:25:28 GMT
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Especially next to the other buildings, the GDI Power Plant looks out of place. The green+white just doesn't fit in.

Subject: Re: CnC Reborn : Building Update
Posted by [pulverizer](#) on Fri, 14 Oct 2005 16:37:15 GMT
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very impressive, it looks really great. Good work

But I think it's really time for a release, or a beta or something. It's been so long. I got tired of waiting. renegade will be dead before cnc reborn is released. sorry.

Subject: Re: CnC Reborn : Building Update
Posted by [Renardin6](#) on Fri, 14 Oct 2005 17:18:27 GMT
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Chronojam wrote on Fri, 14 October 2005 11:25 Especially next to the other buildings, the GDI Power Plant looks out of place. The green+white just doesn't fit in.

Half-done beta release would kill the mod also.

The awesome sig is from DarkAngel. I stole it like a bastard.

Subject: Re: CnC Reborn : Building Update
Posted by [Chronojam](#) on Sat, 15 Oct 2005 06:13:23 GMT
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Renardin6 wrote on Fri, 14 October 2005 13:18 Chronojam wrote on Fri, 14 October 2005 11:25 Especially next to the other buildings, the GDI Power Plant looks out of place. The green+white just doesn't fit in.
Half-done beta release would kill the mod also.

Um. Alright. That's uh... nice. *looks around*

I offered over MSN to join the beta team for the third time, in the past you've only had crews of yes-men; I'm not asking for a beta release that's half done. Hell, your own team members are mad that you're even *showing* half-done content that they produced without their consent, but that's another story.

Subject: Re: CnC Reborn : Building Update
Posted by [Renardin6](#) on Sat, 15 Oct 2005 10:58:49 GMT
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That's indeed another 'already resolved' story.

It would be nice if you could stop being off-topic next time.

Subject: Re: CnC Reborn : Building Update
Posted by [Jecht](#) on Sat, 15 Oct 2005 14:39:22 GMT
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I want a cookie.

Subject: Re: CnC Reborn : Building Update
Posted by [JeepRubi](#) on Sat, 15 Oct 2005 16:07:05 GMT
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U need to join reborn first

Subject: Re: CnC Reborn : Building Update
Posted by [Spice](#) on Sun, 16 Oct 2005 19:59:20 GMT
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Chronojam wrote on Sat, 15 October 2005 02:13
I offered over MSN to join the beta team for the third time, in the past you've only had crews of yes-men; I'm not asking for a beta release that's half done. Hell, your own team members are mad that you're even *showing* half-done content that they produced without their consent, but that's another story.

What makes you think you are different than anyone else that has offered to beta test for us? Are we supposed to be graced by your offer?

Subject: Re: CnC Reborn : Building Update
Posted by [Mad Ivan](#) on Sun, 16 Oct 2005 22:24:26 GMT
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here we go again...

Subject: Re: CnC Reborn : Building Update
Posted by [JeepRubi](#) on Sun, 16 Oct 2005 22:28:51 GMT
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nvm

Subject: Re: CnC Reborn : Building Update
Posted by [Coolrock](#) on Mon, 17 Oct 2005 02:37:52 GMT
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Quote:Are we supposed to be graced by your offer?

Yes

Subject: Re: CnC Reborn : Building Update
Posted by [Renardin6](#) on Wed, 19 Oct 2005 23:51:37 GMT
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Nah, not at all... ha ha ha

Subject: Re: CnC Reborn : Building Update
Posted by [PointlessAmbler](#) on Thu, 20 Oct 2005 00:22:02 GMT
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No, seriously, the turbines being green is kind of out of place with the rest of that base. Green isn't a GDI color :/

Subject: Re: CnC Reborn : Building Update
Posted by [Spice](#) on Thu, 20 Oct 2005 05:36:30 GMT
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PointlessAmbler wrote on Wed, 19 October 2005 20:22No, seriously, the turbines being green is kind of out of place with the rest of that base. Green isn't a GDI color :/

Me too, I think it would look better being a little more goldish than green. Kind of like the color of the barracks.

Subject: Re: CnC Reborn : Building Update
Posted by [Coolrock](#) on Thu, 20 Oct 2005 09:42:56 GMT
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Renardin6 wrote on Wed, 19 October 2005 19:51Nah, not at all... ha ha ha

You're an idiot

Agreed with PointlessAmbler. Lose the green =/

Subject: Re: CnC Reborn : Building Update
Posted by [Chronojam](#) on Thu, 20 Oct 2005 15:26:51 GMT
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EXdeath7 wrote on Sun, 16 October 2005 15:59Chronojam wrote on Sat, 15 October 2005 02:13
I offered over MSN to join the beta team for the third time, in the past you've only had crews of yes-men; I'm not asking for a beta release that's half done. Hell, your own team members are mad that you're even *showing* half-done content that they produced without their consent, but that's another story.

What makes you think you are different than anyone else that has offered to beta test for us? Are we supposed to be graced by your offer?

Alright, you really wanna know?

Experience and honesty. I've been on and off more than anybody else. I've tested more mods than anybody else there. I've tested for more companies than anybody else there. I reported more bugs so far than everybody else combined. I've caught more problems during production than anybody else (I again mention the Mammoth Mk 2 with a tail, the lobster-claw Banshee, the chaingunning Bomber... I could go on and on). I know more about balance than any of the people there. I've probably played more Renegade, ... hell, more Reborn than anybody there. And I'm not a yes-man. I'm not going to just give you shit feedback like "lol nice" or "its good" if you give me something to look at. I'm not going to stroke your e-cock just because I think it'll get the damn mod out faster or get me moderation abilities down the line.

I'm going to tell it like it is, tell it how it should be, and apparently that tends to piss off certain Reborn team members as I'm sure we've all noticed by now. You are supposed to be graced by my offer, thanks for asking. Now that we're clear on things, I'm sure we'll get along better so you won't be a dick and block me the second I say hi on AIM.

Subject: Re: CnC Reborn : Building Update
Posted by [Venom Pawz](#) on Thu, 20 Oct 2005 20:17:53 GMT
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Looking pretty good so far, but I'm not liking the green power plant. Doesn't really fit in as much as it's supposed to.

(Exdeath, what's with you being so rude lately? You are normally a nice guy, so what the heck?)

Subject: Re: CnC Reborn : Building Update
Posted by [Renardin6](#) on Fri, 21 Oct 2005 11:43:50 GMT
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Chronojam wrote on Thu, 20 October 2005 10:26
Alright, you really wanna know?

Experience and honesty. I've been on and off more than anybody else. I've tested more mods than anybody else there. I've tested for more companies than anybody else there. I reported more bugs so far than everybody else combined. I've caught more problems during production than anybody else (I again mention the Mammoth Mk 2 with a tail, the lobster-claw Banshee, the chaingunning Bomber... I could go on and on). I know more about balance than any of the people there. I've probably played more Renegade, ... hell, more Reborn than anybody there. And I'm not a yes-man. I'm not going to just give you shit feedback like "lol nice" or "its good" if you give me something to look at. I'm not going to stroke your e-cock just because I think it'll get the damn mod out faster or get me moderation abilities down the line.

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How great. All that doesn't worth anything as long as you are friend and work with leakers. And having been singing 'Reborn sucks' for 2 years now doesn't help either. For the moment, I never saw you leak some materials, so I don't accuse you of anything but seriously, forget about being a beta tester with us. It won't happen. (not just because of me but because of the team.)

Now, cool(rock)ethan: plzdiekthx

Subject: Re: CnC Reborn : Building Update
Posted by [Aircraftkiller](#) on Fri, 21 Oct 2005 21:15:53 GMT
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You're wonderful in the public relations, and I really do mean that in the good way!

Subject: Re: CnC Reborn : Building Update
Posted by [Ma1kel](#) on Fri, 21 Oct 2005 21:56:23 GMT
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You too Aircraftkiller!

Subject: Re: CnC Reborn : Building Update
Posted by [Chronojam](#) on Sat, 22 Oct 2005 15:51:07 GMT
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Renardin6 wrote on Fri, 21 October 2005 07:43

How great. All that doesn't worth anything as long as you are friend and work with leakers. And having been singing 'Reborn sucks' for 2 years now doesn't help either. For the moment, I never saw you leak some materials, so I don't accuse you of anything but

seriously, forget about being a beta tester with us. It won't happen. (not just because of me but because of the team.)

Now, cool(rock)ethan: plzdiekthx

That's so professional of you. I'm not going to abandon friends just because of your stupid mod politics. And so you know, I was the one accused of the leaks each time (even by you), when I had no involvement. Thanks. I was removed from the beta team and the leaks kept happening. Funny, too, is that they happened before I was on the beta team. Damn, I'm just that devious right?

You know what helps less than saying Reborn sucks for two years?
HAVING Reborn suck for two years. I can stop saying Reborn Sucks whenever I want, but can you suddenly have it stop sucking? I think not.

Subject: Re: CnC Reborn : Building Update
Posted by [YSLMuffins](#) on Sat, 22 Oct 2005 22:24:15 GMT
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It's been nearly a week. I thought this would have died down! Take it to private messaging!
