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Subject: OMG WTF REBORN.  
Posted by [Renardin6](#) on Sun, 18 Dec 2005 04:26:05 GMT  
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<http://mods.moddb.com/631/?view=149239#149239>

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Subject: Re: OMG WTF REBORN.  
Posted by [Aircraftkiller](#) on Sun, 18 Dec 2005 05:05:27 GMT  
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No.

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Subject: Re: OMG WTF REBORN.  
Posted by [cheesesoda](#) on Sun, 18 Dec 2005 05:09:35 GMT  
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Aircraftkiller wrote on Sun, 18 December 2005 00:05No.

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Subject: Re: OMG WTF REBORN.  
Posted by [Homey](#) on Sun, 18 Dec 2005 05:13:34 GMT  
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Impressive.

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Subject: Re: OMG WTF REBORN.  
Posted by [Renardin6](#) on Sun, 18 Dec 2005 05:21:26 GMT  
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And no lightmaps there, will come for next video.

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Subject: Re: OMG WTF REBORN.  
Posted by [Spice](#) on Sun, 18 Dec 2005 05:38:33 GMT  
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That is such an early build too, I think it's looking pretty decent . I've been pouring so much time into getting internal alphas out to the team, I'm glad to see they like my progress.

Pretty soon we should have some actual maps in there, If anyone didn't notice that is a Renegade map with a few custom textures I made for testing purposes.

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Subject: Re: OMG WTF REBORN.

Posted by [Aprime](#) on Sun, 18 Dec 2005 08:12:37 GMT

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Quote:

Visual Delight Award

C&C: Renegade

CnC Reborn

Awarded By :duckedtapedemon | Sun 18th Dec, 2005

Cnc Reborn has good looking visuals that are well displayed it its nenerous, well edited ingame videos.

OH SNAP. :\

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Subject: Re: OMG WTF REBORN.

Posted by [Jecht](#) on Sun, 18 Dec 2005 15:45:22 GMT

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Not bad looking, must've been difficult to aim without a reticle.

Percentage-wise, how finished is Reborn?

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Subject: Re: OMG WTF REBORN.

Posted by [bandie63](#) on Sun, 18 Dec 2005 16:51:59 GMT

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!vote yes

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Subject: Re: OMG WTF REBORN.

Posted by [Renardin6](#) on Sun, 18 Dec 2005 17:50:46 GMT

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lol

<http://files.moddb.com/1022/Download-CnC-Reborn-Trailer-Alpha-30a/>

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Subject: Re: OMG WTF REBORN.

Posted by [Aprime](#) on Sun, 18 Dec 2005 19:30:12 GMT

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gbull wrote on Sun, 18 December 2005 10:45Not bad [...]must've been difficult to aim without a reticle.

He had one, and it was a dot.

Look carefully.

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Subject: Re: OMG WTF REBORN.

Posted by [Chronojam](#) on Mon, 19 Dec 2005 07:59:32 GMT

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It's not well edited or else the part where the buggy gets stuck wouldn't have been included, and the random short clips of no value wouldn't have still been there. There's at least one part where it quickly just shows an infantryman between the action close up and to no effect, as if it was left in accidentally. Or was it purposeful? Either way it's bad editing o\_O

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Subject: Re: OMG WTF REBORN.

Posted by [greb](#) on Mon, 19 Dec 2005 09:27:08 GMT

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Still looks fun. Nice job.

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Subject: Re: OMG WTF REBORN.

Posted by [RTsa](#) on Mon, 19 Dec 2005 15:14:47 GMT

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Chronojam wrote on Mon, 19 December 2005 09:59It's not well edited or else the part where the buggy gets stuck wouldn't have been included, and the random short clips of no value wouldn't have still been there. There's at least one part where it quickly just shows an infantryman between the action close up and to no effect, as if it was left in accidentally. Or was it purposeful? Either way it's bad editing o\_O

Well, I rather see them creating something and testing than editing some video clip, don't you?

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Subject: Re: OMG WTF REBORN.

Posted by [Aircraftkiller](#) on Mon, 19 Dec 2005 15:52:41 GMT

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I see them sucking, but that's just me and most of the C&C community.

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Subject: Re: OMG WTF REBORN.  
Posted by [Renardin6](#) on Mon, 19 Dec 2005 17:17:35 GMT  
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RTsa wrote on Mon, 19 December 2005 09:14  
Well, I rather see them creating something and testing than editing some video clip, don't you?  
  
Yep.

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Subject: Re: OMG WTF REBORN.  
Posted by [Hydra](#) on Mon, 19 Dec 2005 17:24:07 GMT  
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I'll make judgements about how it looks when it comes out as a playable public beta. Right now, that doesn't exist, and I haven't seen anything from the Reborn team implying a release anytime soon. I personally don't care how a game's graphics look; if the gameplay isn't there, it would suck regardless of how lifelike it looks.

There is no reason to keep remaking the same 3D models over and over again; they look good enough. What should be more important is getting a playable public release out to make sure that the gameplay is there.

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Subject: Re: OMG WTF REBORN.  
Posted by [Jecht](#) on Mon, 19 Dec 2005 18:23:50 GMT  
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Aircraftkiller wrote on Mon, 19 December 2005 09:52 I see them sucking, but that's just me and most of the C&C community. That may not be true. I know alot of people who have said they can't wait for the release of reborn, and several of them don't go on forums such as these.

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Subject: Re: OMG WTF REBORN.  
Posted by [Aircraftkiller](#) on Mon, 19 Dec 2005 19:39:27 GMT  
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And they probably have no idea that Reborn has been lying about their completion rate. Their last internal alpha has them pegged around 15% done, judging from the fact that they have a single level for testing (The other one, that facility thing, doesn't really count since it's just a bunch of empty spaced out hallways with some shoddy lighting) that's a ripoff of C&C Land.

They have no real buildings operational yet, their Wolverine (The one they called oh so awesome with its animation.. except it crashes your game when you try walking.) doesn't work right, and all

the weapons are unbalanced and will take almost as long as the levels required for a real release to balance out.

You people get fooled very easily by a shitty video. Look close at it and you can see all sorts of texture errors, balance problems, and the whole "single level" concept that they think is awesome.

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Subject: Re: OMG WTF REBORN.  
Posted by [MrWiggles](#) on Mon, 19 Dec 2005 20:23:32 GMT  
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ack is so cool.

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Subject: Re: OMG WTF REBORN.  
Posted by [Aprime](#) on Mon, 19 Dec 2005 21:13:20 GMT  
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Who is this "ack" you speak of?

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Subject: Re: OMG WTF REBORN.  
Posted by [Jecht](#) on Mon, 19 Dec 2005 21:38:20 GMT  
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I watched the video again. Where are the texture errors?

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Subject: Re: OMG WTF REBORN.  
Posted by [genetix](#) on Mon, 19 Dec 2005 22:46:19 GMT  
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For being on the renegade engine Reborn is doing pretty good work. Its better then nothing...

As for AK announcing that him and most of the community don't like reborn's work, well stfu. I would love to see reborn finished. As I noticed one of the other posters said most people want gameplay. Not graphics. If the majority of the people here wanted graphics they would probably be playing bf2 or hl2.

Unless you have a recent poll or some other form of proof don't speak for the community...

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Subject: Re: OMG WTF REBORN.  
Posted by [Renx](#) on Mon, 19 Dec 2005 22:53:25 GMT

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For being on an engine released nearly four years ago they're doing pretty good? Fours year and about 15% done. At that rate we'll be playing the final release in just 23 years!

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Subject: Re: OMG WTF REBORN.  
Posted by [Aircraftkiller](#) on Mon, 19 Dec 2005 23:07:24 GMT  
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Quote: As I noticed one of the other posters said most people want gameplay. Not graphics.

Then why are you looking at Reborn? Historically speaking they've never had any truly balanced gameplay, it's always been bugged to hell and back. This new version isn't any different. Do you want to use the alpha version they were just testing to see for yourself?

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Subject: Re: OMG WTF REBORN.  
Posted by [Dan](#) on Mon, 19 Dec 2005 23:31:06 GMT  
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I'm pretty sure that the video has nothing to do with balancing at all, they're just showing you some of the things they have got in game, and if the rest of the mod looks as good as that, then it will all look nice.

I'm not even sure why you are commenting on the balancing anyway, how would you know if you've not played the internal alpha? What basis do you have for these assumptions?

It would still be nice if they could get everything in game, even if it isn't 100% complete, because they could at least start the balancing of each side and get proper playtesting completed. They could still work on the unfinished parts while the playtesting goes on.

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Subject: Re: OMG WTF REBORN.  
Posted by [Aircraftkiller](#) on Mon, 19 Dec 2005 23:35:58 GMT  
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Wow, you don't understand what you've read or you're just not reading at all. I've had their internal alpha for about a week, I can list about 100 things wrong so far if I go back in-game and start writing down a list like I did three years ago.

The video's purpose is irrelevant, the content (or lack thereof) is the discussion here. Two years after Recorn scraps their first release, we end up here: 15% progress with a single building in-game and a single level ripped off from me. That's real progress, looking good!

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Subject: Re: OMG WTF REBORN.  
Posted by [Dan](#) on Mon, 19 Dec 2005 23:44:16 GMT  
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If it's the content we're talking about, then why are you droning on about balance issues? Shouldn't you be dribbling on about their 'shitty textures' or nitpicking about every single thing you can find that appears 'wrong' to you?

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Subject: Re: OMG WTF REBORN.  
Posted by [Aircraftkiller](#) on Mon, 19 Dec 2005 23:45:54 GMT  
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Balance issues are part of the content of the video; but to know that you'd have to read English at a level well enough to comprehend it properly. This is something you are either incapable of, or are unwilling to do.

At any rate, someone's already beaten me to uploading the crappy alpha:  
<http://www.megaupload.com/?d=HFJ6T3ZW>

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