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Subject: CnC Reborn Internal Alpha 30a Video !  
Posted by [Renardin6](#) on Sun, 18 Dec 2005 05:54:53 GMT  
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Here is teaser of Reborn Internal Alpha 30a. Click on the pic here after to download the archive.  
Extract with winrar and watch with windows media player.

Credits: Reborn Staff.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Kamuix](#) on Sun, 18 Dec 2005 06:25:21 GMT  
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I like the new weapons and sounds, Good Job!!

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Renardin6](#) on Sun, 18 Dec 2005 11:29:31 GMT  
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Quote:Visual Delight Award

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.

<http://mods.moddb.com/awards/>

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [m1a1\\_abrams](#) on Sun, 18 Dec 2005 17:06:39 GMT  
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The weapons look great, as does the Barracks. However, most of the infantry look bad compared to the newer stuff. I always said the Devil's Demolisher looked like it was hacked together from random metal textures and bits of the SBH skin. I expect you'll want to just get a proper public beta released before remaking stuff, which is fair enough.

Also, there is some really obvious texture overlapping inside the Barracks, at the corners... and

the Buggy gun should have 4 barrels. Hopefully you will put these things on a to-do list for the future.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Spice](#) on Sun, 18 Dec 2005 17:24:04 GMT  
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Yes, we do plan on updated the infantry models and textures in the future. I think they look out of place aswell.

The buggy was not finished yet, I threw him in the test to give them team something to run eachother over with. None of the vehicles are final yet but I'm working on them. My main focus right now is getting all the ifnantry and weapons in-game.

\*We'll fix the buggy turret, I comepletly forgot about that.\*

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Renardin6](#) on Sun, 18 Dec 2005 17:38:14 GMT  
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I indeed plan to redo most of the old infantry skins (models will change too I think) after the release.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [htmlgod](#) on Sun, 18 Dec 2005 19:01:50 GMT  
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Very nice video. Can't wait to play the mod. I voted for you!

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Renardin6](#) on Sun, 18 Dec 2005 20:08:59 GMT  
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I voted for you too...

You can vote for more than one mod!

We have a memorial for our long time friend, it is sponsored by moddb.

[Edit by YSL: No stupid pictures!]

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [sterps](#) on Sun, 18 Dec 2005 23:29:08 GMT  
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nice work, i am also looking forward for this mod to be released.

I LOVE THE RAILGUN ALREADY!!

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Spice](#) on Sun, 18 Dec 2005 23:34:22 GMT  
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If it wasn't for the people who gave us such criticism and hate we wouldn't be where we are.  
Remember that Renardin.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Renardin6](#) on Mon, 19 Dec 2005 00:12:32 GMT  
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I know, that's why I did a memorial.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Renx](#) on Mon, 19 Dec 2005 01:58:27 GMT  
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Renardin6 wrote on Sun, 18 December 2005 16:08I voted for you too...

You can vote for more than one mod!

We have a memorial for our long time friend, it is sponsored by moddb.

[YSL: REMOVED]

How is that? You have a pile of models thrown together on what looks like C&C Base with snow.  
The models/textures themselves are alright, but from what it looks like you're in no way even close to having a decent release.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Spice](#) on Mon, 19 Dec 2005 03:04:38 GMT  
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Most people don't actually realize what this build is. This build is a base presets for the mod. This was not even meant to be shown as a public demonstration. This has a lot of content, sucessful script testing, Strings build, Basic infantry programming, Vehicle programming. All which makes up our always.dat which I am building. Only few people will realize how much work has actually gone into this and how close we are getting.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [htmlgod](#) on Mon, 19 Dec 2005 03:37:38 GMT  
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<3 Reborn.

And I love the tombstone, lol.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Aircraftkiller](#) on Mon, 19 Dec 2005 03:45:40 GMT  
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Quote:Most people don't actually realize what this build is. You explained what it is: An internal alpha that's not playable by the public. This means you're a long time from a release.

Quote:This build is a base presets for the mod.

You mean the kind of thing that should have been done about a year ago?

Quote:This was not even meant to be shown as a public demonstration.

Then why did you post about it?

Quote:This has a lot of content, sucessful script testing, Strings build,

A ripoff of C&C Land with a few soldiers, a building, and some vehicles is not a lot of content.

Quote:Basic infantry programming, Vehicle programming. All which makes up our always.dat which I am building.

Which is over a year late.

Quote:Only few people will realize how much work has actually gone into this and how close we

are getting.

I know how much has gone into this, since I have your internal alpha tests and I've seen first hand how crappy they really are. You're at the level that Renegade Alert, now known as A Path Beyond, was about three and a half years ago. The first six months of our work had a simple test level like that with vehicles scattered about, and a little purchase terminal to buy characters to test out.

However, when our characters were tested; they worked the first time. They didn't have the inability to fire, and they definitely didn't have repair beams firing at the terminal they spawned from - no matter where you pointed. If you don't believe me, it's okay. About 20 people have your internal alpha right now and as soon as a suitable download location is found, it'll be distributed across the Internet as usual!

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Spice](#) on Mon, 19 Dec 2005 06:08:58 GMT  
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You're talking about an older alpha version, From the repair beam bug, it sounds like a month old alpha. Would you mind telling me how you got the file?

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Aircraftkiller](#) on Mon, 19 Dec 2005 06:23:56 GMT  
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One of your active staff members as usual. I'd blame that Pendumbass kid if I were you. He's not trustworthy.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Renardin6](#) on Mon, 19 Dec 2005 07:00:58 GMT  
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I wouldn't answer to him Exdeath7. Let him talk... Use ignore function. He is full of crap so ignore the crap.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Spice](#) on Mon, 19 Dec 2005 07:31:57 GMT  
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Aircraftkiller wrote on Mon, 19 December 2005 01:23One of your active staff members as usual. I'd blame that Pendumbass kid if I were you. He's not trustworthy.

Why would I blame someone who did not have the internal alpha? That would just be blasphemy.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Chronojam](#) on Mon, 19 Dec 2005 07:52:05 GMT  
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HIGHLIGHTS:

Renardin dying over and over  
Renardin backing away from a sniper while wielding a shotgun  
Renardin failing to kill a half-dead sniper in close quarters with an automatic weapon  
Renardin dying some more  
Renardin being ran over by a buggy while in a building  
The buggy getting stuck  
.3 second clip that's just randomly thrown in between other shots  
Renardin missing a stationary target with a rocket at about 20m or less  
Renardin missing him twice  
The railgun going slower than the discs  
The Ghostalker posing no threat at all to a buggy, whereas in the original he could pwn about 10 of them without trouble

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Spice](#) on Mon, 19 Dec 2005 08:16:20 GMT  
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This is not a blanced version. We havn't started balancing yet, We plan on getting every item in-game then balancing.

The topic title does state this is an alpha version, I'm not sure some people know what an alpha is.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Aircraftkiller](#) on Mon, 19 Dec 2005 15:46:11 GMT  
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It's "Reborn taking another year to finish something playable"

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Sir Kane](#) on Mon, 19 Dec 2005 18:03:53 GMT  
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Just "lol" at your awesome "railgun".

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [PointlessAmbler](#) on Tue, 20 Dec 2005 01:35:37 GMT  
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Also, when Renardin's opponent says something to the effect of "Is the buggy going to be this hard to steer ingame?" was pretty funny.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Renardin6](#) on Tue, 20 Dec 2005 03:26:27 GMT  
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indeed

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Dante](#) on Tue, 20 Dec 2005 04:50:18 GMT  
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nice work guys, the progress is really showing, much better then what was seen in the last public display. (remembers the walkers on that dirt map with the helipads way up in the air and teleport zones to get to them).

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Renardin6](#) on Sat, 31 Dec 2005 14:17:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Thank you Dante. To see more download our videos @ Moddb.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Aircraftkiller](#) on Sat, 31 Dec 2005 17:27:50 GMT  
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<http://webbies.cnccommunity.net/index.php?showtopic=1145&st=0>

Renardin wrote on Dec 22 2005, 08:45 AM I am out of Renegade Forums for good. Biased place.

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Subject: Re: CnC Reborn Internal Alpha 30a Video !  
Posted by [Aidoneus](#) on Sat, 31 Dec 2005 17:36:47 GMT  
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RenardinI am off this place. Recently, a lot of events such as leak and bashing made me think about leaving. I won't post here much, I might sometimes but at a minimal scale. I just feel like spending 100% of my mod time to the textures for the mod. You will still hear about me on the news for some awesome works...

Now if I can ask you something:

Be nice with the team, we do a lot of effort for this. Consider we work on it as much as we can and that we have lifes to deal with. We aren't paid for this. It's more a passion and a hobby for us. We are dedicated to this mod and we will finish it. I will put my efforts for a release as soon as we can even if it's only maps with infantry battles.

<http://www.cncreborn.planetcnc.gamespy.com/forum/viewtopic.php?t=905>

At last!

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