
Subject: CnC Reborn: 3 New Updates

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 27 May 2006 16:37:18 GMT

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Hey everyone. It's been a little while since we've last posted here, but all of us are still alive and intensely working on the mod. In the past 3 days, we've managed to get 3 updates.

Starting off with the Nod Cluster Missile beacon. Like in Renegade, this'll be used to call up the super weapon to the location.

Secondly we have the GDI C4. It was shown a while ago on our forums, but now it's pretty much done.

Lastly, Titan recently completed a new map named "Frigid". It's a redesigned, retextured version of his Renegade map "Niagra". As we speak, Titan is working on adding more buildings to the map. I personally think it's very well done, but you decide, as pictures speak louder than words.

Enjoy the current updates, and we hope to get some more information out in due time.

Subject: Re: CnC Reborn: 3 New Updates

Posted by [JeepRubi](#) on Sat, 27 May 2006 21:52:47 GMT

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I WANNA PLAY!

Subject: Re: CnC Reborn: 3 New Updates

Posted by [GrayWolf](#) on Sat, 27 May 2006 22:49:38 GMT

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That actually looks pretty cool!!

I'll have to give it a try.

Subject: Re: CnC Reborn: 3 New Updates
Posted by [SuperFlyingEngi](#) on Sun, 28 May 2006 00:31:27 GMT
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Very exceptional, as always.

The only criticism I have on hand at the moment though is that the CD and CD top of the CD drawer for the NOD beacon seem to be a little low-res compared to the rest of the beacon.

Subject: Re: CnC Reborn: 3 New Updates
Posted by [Aircraftkiller](#) on Sun, 28 May 2006 00:38:44 GMT
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Remember, it's Nod, not NOD.

Subject: Re: CnC Reborn: 3 New Updates
Posted by [Viking](#) on Sun, 28 May 2006 02:39:22 GMT
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Aircraftkiller wrote on Sat, 27 May 2006 19:38Remember, it's Nod, not NOD.

NOD is the roxorz!!

I think that NOD becon looks awesome and just like NOD would of made it!

NOD FTW!

Subject: Re: CnC Reborn: 3 New Updates
Posted by [Kamuix](#) on Sun, 28 May 2006 05:30:21 GMT
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To reborn Flobby!!

Subject: Re: CnC Reborn: 3 New Updates
Posted by [Goztow](#) on Sun, 28 May 2006 16:52:04 GMT
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I suppose the cd would be for security clearance? Do we still use cd's/dvd's in 2037?

Subject: Re: CnC Reborn: 3 New Updates
Posted by [Shadow2256](#) on Sun, 28 May 2006 18:11:28 GMT
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Who cares. Nobody is perfect. Therefore, the game can't be absolutely perfect. We really wouldn't know if we would still use CD's and all that junk in the future.

Subject: Re: CnC Reborn: 3 New Updates
Posted by [Aircraftkiller](#) on Sun, 28 May 2006 18:13:23 GMT
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So that means we should automatically assume that technology never evolves?

Subject: Re: CnC Reborn: 3 New Updates
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 28 May 2006 18:24:06 GMT
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Nobody said it was a CD or DVD just because it looks like one. It can be whatever you want it to be You know, like bluray, HDDVD, SUPERDISCs, FobbyDiscs....

Subject: Re: CnC Reborn: 3 New Updates
Posted by [YSLMuffins](#) on Sun, 28 May 2006 18:46:36 GMT
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Is the beacon going to spring open and have the mini satellite pop out when you plant the beacon? That would be SO cute!!! lol

Everything looks fantastic.

Subject: Re: CnC Reborn: 3 New Updates
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 28 May 2006 20:40:28 GMT
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The CD goes into the beacon, then the front will open up. The legs will come out from the side and deploy into the ground/surface. The mini satellite will come up from the middle of the beacon. The satellite will rotate around.

Subject: Re: CnC Reborn: 3 New Updates
Posted by [Toolstyle](#) on Sun, 28 May 2006 21:29:17 GMT
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Aircraftkiller wrote on Sun, 28 May 2006 01:38Remember, it's Nod, not NOD.

If you're referring to where it says "NOD CPU" they you should notice all the letters are in BLOCK CAPITALS so NOD is fine in that case.

Subject: Re: CnC Reborn: 3 New Updates
Posted by [PlacidChaos96](#) on Mon, 29 May 2006 01:46:54 GMT
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im interested now...will this Reborn work if we have Rengaurd and the CP2 (which includes the no-cd patch) installed?

Subject: Re: CnC Reborn: 3 New Updates
Posted by [Whitedragon](#) on Mon, 29 May 2006 02:55:29 GMT
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Reborn will use an entirely different install of Renegade, so it doesnt matter what you have on your current Renegade install.

Subject: Re: CnC Reborn: 3 New Updates
Posted by [glyde51](#) on Mon, 29 May 2006 03:27:58 GMT
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Will the C4 really be that bright neon blue? >> C4 Here! <<

Subject: Re: CnC Reborn: 3 New Updates
Posted by [PlastoJoe](#) on Mon, 29 May 2006 03:44:18 GMT
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Well since it's the Remote C4, it shouldn't be too long until it's detonated anyway so the color won't really make too much of a difference.

Make Reborn faster!

Subject: Re: CnC Reborn: 3 New Updates
Posted by [Mad Ivan](#) on Mon, 29 May 2006 17:14:37 GMT
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Fobby wrote on Sun, 28 May 2006 21:24like bluray

We can call it Redray

Subject: Re: CnC Reborn: 3 New Updates
Posted by [WNxCABAL](#) on Mon, 29 May 2006 19:27:37 GMT
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I was just sat here thinking about this Beacon & thought, would they still use a 'dish' to connect to a satalite?

I then began to think about what technology we have today which performs the same operation. My PocketPC uses a GPS device for the Satalite navigation which pin points the location on the map. 20 Years from now, this technology would of advanced.

I can't exactly understand why an army of the future would resort to using a technology which might of been used in todays past.

Subject: Re: CnC Reborn: 3 New Updates
Posted by [Mad Ivan](#) on Mon, 29 May 2006 19:31:23 GMT
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WNxCABAL wrote on Mon, 29 May 2006 22:27would they still use a 'dish' to connect to a satalite?

Like they are with the Nod Radar ?

Subject: Re: CnC Reborn: 3 New Updates
Posted by [PlacidChaos96](#) on Tue, 30 May 2006 00:24:41 GMT
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Mad Ivan wrote on Mon, 29 May 2006 15:31WNxCABAL wrote on Mon, 29 May 2006 22:27would they still use a 'dish' to connect to a satalite?

Like they are with the Nod Radar ?

He gotcha with that...

Subject: Re: CnC Reborn: 3 New Updates
Posted by [PlastoJoe](#) on Tue, 30 May 2006 04:04:18 GMT
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They have data discs in single-player too.

Subject: Re: CnC Reborn: 3 New Updates
Posted by [GrayWolf](#) on Tue, 30 May 2006 04:16:54 GMT
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SpyGuy246 wrote on Mon, 29 May 2006 23:04They have data discs in single-player too.

Umm did you read any of the post?

Do you actually understand what they are talking about?

It's seems like you don't.

Did you guys notice that it also had numbers on it... Do you think we are going to use numbers in the future too? fuck that!

Subject: Re: CnC Reborn: 3 New Updates
Posted by [Goztow](#) on Tue, 30 May 2006 06:24:14 GMT
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GrayWolf wrote on Tue, 30 May 2006 00:16SpyGuy246 wrote on Mon, 29 May 2006 23:04They have data discs in single-player too.

Did you guys notice that it also had numbers on it... Do you think we are going to use numbers in the future too? fuck that!

There's no reason to replace numbers: they do their job. There are enough reasons to replace a disc system. Use turning discs for saving data isn't handy at all. What do you prefer to save data on/read data from: USB stick or cd-rom/dvd?

Subject: Re: CnC Reborn: 3 New Updates
Posted by [danpaul88](#) on Tue, 30 May 2006 13:07:59 GMT
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glyde51 wrote on Mon, 29 May 2006 04:27Will the C4 really be that bright neon blue? >> C4 Here! <<

Just make sure you plant it with the screen facing away from anyone you want to walk over it Although if your planning to blow people up you would probably want to use proximity C4 instead ^^

Subject: Re: CnC Reborn: 3 New Updates
Posted by [PlastoJoe](#) on Tue, 30 May 2006 15:32:32 GMT
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Yes I did read the posts. Are you trying to act tough and knowledgeable?

Point of the post would be to point out that if they use data discs, why wouldn't they use discs with the beacon?
