
Subject: C&C Reborn.
Posted by [Unusual_Rex](#) on Sat, 21 Oct 2006 22:54:45 GMT
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Is this MOD any good? Is Ren Alert better? What should I go with?

Subject: Re: C&C Reborn.
Posted by [futura83](#) on Sat, 21 Oct 2006 22:57:50 GMT
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reborn isnt out yet.

although, a very buggy one, that has a tendancy to reformat someones harddrive if not on xp, is up for download somewhere i cant remember.

but like i said, the one still in production will be alot better than APB (aka, renalert)

Subject: Re: C&C Reborn.
Posted by [Unusual_Rex](#) on Sat, 21 Oct 2006 23:00:24 GMT
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Oh, that would explain why it didn't work lol! What About Ren Alert is it any good?

Subject: Re: C&C Reborn.
Posted by [BlueThen](#) on Sat, 21 Oct 2006 23:08:58 GMT
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Try it for yourself. You can always uninstall it.

Subject: Re: C&C Reborn.
Posted by [Unusual_Rex](#) on Sat, 21 Oct 2006 23:31:34 GMT
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I know but I like to know what other people think of it so I can know what to expect.

Subject: Re: C&C Reborn.
Posted by [JeepRubi](#) on Sat, 21 Oct 2006 23:45:44 GMT
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Thre APB is very good, reborn will be very good when its finished too.

Subject: Re: C&C Reborn.

Posted by [Zion](#) on Sun, 22 Oct 2006 01:11:21 GMT

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APB is one of the best full conversion mods for Renegade to date. A must get for the avid Renegade-er.

There are three major Total Conversion (TC) mods that are in production. These are:

Red Alert: A Path Beyond

C&C Reborn

Red Alert 2: Apocalypse Rising

All are still in production and will see releases between now and next year.

Subject: Re: C&C Reborn.

Posted by [Renardin6](#) on Wed, 25 Oct 2006 09:57:41 GMT

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Yep, as said above... Only 3 mods for Renegade, and we might see more in the future...(YA RLY!)

I am still waiting for some in-game pictures for the RA2 modification... Let's see what they get

Subject: Re: C&C Reborn.

Posted by [Zion](#) on Wed, 25 Oct 2006 12:27:16 GMT

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Well, go to our moddb site (look in my sig) and in a few weeks (once we get the major buildings textured) there'll be a huge update (vid and pic format probably) probably to rival yours....?

I would expect a version 1 BETA of AR towards the end of this year-start of next. Watch this space.

Subject: Re: C&C Reborn.

Posted by [Renardin6](#) on Wed, 25 Oct 2006 15:52:57 GMT

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I will. I don't consider other Renegade mods as rivals. I consider those as good ideas

Subject: Re: C&C Reborn.

Posted by [Jerad2142](#) on Wed, 25 Oct 2006 19:51:53 GMT

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Any mod for Renegade does two things:

1. Help keep Renegade alive.
2. Give people the chance to experience someone else's world.

Renegade mods are not rivals (beings they use the same game engine) this is especially noticeable between APB and Reborn.

Subject: Re: C&C Reborn.

Posted by [Aprime](#) on Wed, 25 Oct 2006 22:39:21 GMT

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the17doctor wrote on Sat, 21 October 2006 18:57but like i said, the one still in production will be alot better than APB (aka, renalert)

That's a matter of opinion, sir.

The sharing of resources makes them (/will make them) equally good, in my opinion.

Subject: Re: C&C Reborn.

Posted by [futura83](#) on Wed, 25 Oct 2006 23:04:24 GMT

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Comrade wrote on Wed, 25 October 2006 23:39the17doctor wrote on Sat, 21 October 2006 18:57but like i said, the one still in production will be alot better than APB (aka, renalert)

That's a matter of opinion, sir.

yes, it is!

i personally preferred tib sun over ra, so thats prob why.

(or, the units will be much more fun to use (IMO))

Subject: Re: C&C Reborn.
Posted by [Renardin6](#) on Thu, 26 Oct 2006 14:18:02 GMT
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If you need information, just ask... We can share our knowledge.
Aren't we a community?
