
Subject: Reborn Update: A turn of events
Posted by [JeepRubi](#) on Sat, 05 May 2007 20:24:18 GMT
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Quote: Fobby Hey to you all.

There have been some important changes in the development of CnC Reborn. Over the past few days, an unfortunate turn of events has forced Renardin to quit the development team. The reason is a personal one, and I'd like to ask everyone to welcome his decision and give him a good farewell. Renardin will still be around to check out our progress, and occasionally do some texture work.

As a result of Renardin's resignation, the management of the mod has changed. JeepRubi will now be the head manager in Reborn. He will also help out in the managing division and LE work. Spice, Sloth, and myself will also be concentrating our efforts into forming the concept of Reborn's gameplay, and figuring out how we want the mod to be played like.

Some other changes have taken place. JeepRubi and I have given permission to our "Renegade 2007" development team to help with the completion of Reborn. This shift will hopefully get our mod moving faster, as more people will be available for both making maps, and LE work. A big thanks goes to the Renegade 2007 development team.

We will post more information about the actual progression of CnC Reborn very soon!

Thanks for your support,

[NE]Fobby[GEN]
CnC Reborn Public Relations

<http://cncreborn.planetcnc.gamespy.com/>

Subject: Re: Reborn Update: A turn of events
Posted by [Ryu](#) on Sat, 05 May 2007 20:29:18 GMT
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Congrats!

Still should be posted in the Mod forum imo.

Subject: Re: Reborn Update: A turn of events
Posted by [Zion](#) on Sun, 06 May 2007 00:52:27 GMT
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I thought halo38 was the mod manager? What's happening with him then?

Anyway, i wish you luck and take care of Reborn for us.

Subject: Re: Reborn Update: A turn of events
Posted by [Viking](#) on Sun, 06 May 2007 00:56:23 GMT
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Reborn is never going to be finished so whatever. All you do is keep remaking models.

Subject: Re: Reborn Update: A turn of events
Posted by [JeepRubi](#) on Sun, 06 May 2007 01:06:24 GMT
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Merovingian wrote on Sat, 05 May 2007 19:52 I thought halo38 was the mod manager? What's happening with him then?

Anyway, i wish you luck and take care of Reborn for us.

Halo dissapeared, so we just went back to Renardin as lead untill this.

Viking wrote on Sat, 05 May 2007 19:56 Reborn is never going to be finished so whatever. All you do is keep remaking models.

If I could ask you to ever so kindly to STFU please. I have spent almost all day working on this mod, getting stuff ingame, working, and ironing bugs out. I expect to have this to beta testers soon and then we are going to make a public release. I'm not even going to make an estimation on the public release becasue it is going to be done when it is done and I dont want to dissapoint people by setting a deadline that for some reason, I cannot meet. But Viking, I can guarantee you that Reborn will be release. And that we are not redoing anything untill we have something for the publice to enjoy.

Subject: Re: Reborn Update: A turn of events
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 06 May 2007 02:03:26 GMT
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Viking wrote on Sat, 05 May 2007 20:56 Reborn is never going to be finished so whatever. All you do is keep remaking models.

Jeep's right, but that doesn't mean you don't have a point. In the past, old leadership was just interested in remaking things. But with time, we've come to realise that it's not worth the time lost. That, instead of remaking things, we should be managing.

I can guarantee you though, that things have changed. In the past 2 months we've been concentrating our energies into getting something playable. I'll be disclosing more information about this soon.

Subject: Re: Reborn Update: A turn of events
Posted by [Dave Anderson](#) on Sun, 06 May 2007 03:24:21 GMT
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Alex wrote on Sat, 05 May 2007 14:29 Still should be posted in the Mod forum imo.

The context of the post doesn't have anything to do with modding questions or similar, so its best suited here where more people can read the news.

And congratulations to you Jeep. Keep up the good work.

Subject: Re: Reborn Update: A turn of events
Posted by [Ryu](#) on Sun, 06 May 2007 03:44:25 GMT
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Dave Anderson wrote on Sat, 05 May 2007 22:24 Alex wrote on Sat, 05 May 2007 14:29 Still should be posted in the Mod forum imo.

The context of the post doesn't have anything to do with modding questions or similar, so its best suited here where more people can read the news.

And congratulations to you Jeep. Keep up the good work.

I suppose you're right.

But Reborn is a 'Mod'. ^^

Subject: Re: Reborn Update: A turn of events
Posted by [Viking](#) on Sun, 06 May 2007 04:09:33 GMT
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So you are releasing in '09? Sounds cool can't wait!

Subject: Re: Reborn Update: A turn of events
Posted by [icedog90](#) on Sun, 06 May 2007 04:15:45 GMT
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I recommend submitting this to Goztow so that he can put it up in the news.

Subject: Re: Reborn Update: A turn of events

Posted by [Carrierll](#) on Sun, 06 May 2007 08:38:41 GMT

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Viking wrote on Sat, 05 May 2007 23:09 So you are releasing in '09? Sounds cool can't wait!

Well, as you seem to be sure they won't get there anytime soon, why don't you help?

Oh yeah - you can't.

P.s - Hope this change of management helps, I also hope that Renardin's situation allows him to return ASAP.

Subject: Re: Reborn Update: A turn of events

Posted by [Goztow](#) on Sun, 06 May 2007 09:51:54 GMT

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icedog90 wrote on Sun, 06 May 2007 06:15 I recommend submitting this to Goztow so that he can put it up in the news.

Or do it yourself by sending in a news submission here:

http://www.renegadeforums.com/index.php?t=post&frm_id=45&rid=8 You can ignore the error message it gives when submitted. It will then need approval from me or crimson.

I recommend you to also give some info on reborn's process.

Subject: Re: Reborn Update: A turn of events

Posted by [SeargentSarg](#) on Sun, 06 May 2007 16:30:09 GMT

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I can agree in some aspects of the point: "reborn will never be finished" only because of the amount of time that has gone by, so many years I have heard "reborn is coming out soon" and it never has. Some people has lost interest in reborn, let alone renegade. I am however, looking forward to Renegade 2007.

Subject: Re: Reborn Update: A turn of events

Posted by [JeepRubi](#) on Sun, 06 May 2007 17:09:39 GMT

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I can guarantee that Reborn will be out way before Ren07, and no, that does not mean Ren07 will take forever.

Subject: Re: Reborn Update: A turn of events

Posted by [JPNOD](#) on Sun, 06 May 2007 17:35:43 GMT

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I would have forgot about "Reborn" if not for this post.

It's that I don't have much time to play else I would have followed the progress. Am still looking forward to the Reborn mod.

Subject: Re: Reborn Update: A turn of events

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 06 May 2007 21:42:21 GMT

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Jeep Rubi wrote on Sun, 06 May 2007 13:09I can guarentee that Reborn will be out way before Ren07, and no, that does not mean Ren07 will take forever.

Seconded.

Renegade 2007 and CnC Reborn aren't related. CnC Reborn's closer to being finished, so it will be finished before.

Subject: Re: Reborn Update: A turn of events

Posted by [Canadacdn](#) on Sun, 06 May 2007 22:28:24 GMT

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I hope this gets Reborn rolling along faster. I really want to play it!

Subject: Re: Reborn Update: A turn of events

Posted by [trooprm02](#) on Sun, 06 May 2007 22:46:33 GMT

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Ouch, this is gonna hurt. Well, Im glad you guys atleast reassembled are or back on track (to your max abilities anyway)

Subject: Re: Reborn Update: A turn of events

Posted by [icedog90](#) on Sun, 06 May 2007 23:20:20 GMT

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Goztow wrote on Sun, 06 May 2007 02:51Or do it yourself by sending in a news submission here: http://www.renegadeforums.com/index.php?t=post&frm_id=45&rid=8 You can ignore the error message it gives when submitted. It will then need aprooval from me or crimson.

I reccomend you to also give some info on reborn's process.

I just thought it would be better if Jeep/Fobby did it, since they're the source of the information and could probably have more info about it.

Subject: Re: Reborn Update: A turn of events
Posted by [luv2pb](#) on Mon, 07 May 2007 01:53:45 GMT
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I don't mean to be negative but when it comes to the Renegade community I don't believe it until I see it.

Subject: Re: Reborn Update: A turn of events
Posted by [cheesesoda](#) on Mon, 07 May 2007 02:39:10 GMT
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luv2pb wrote on Sun, 06 May 2007 21:53 I don't mean to be negative but when it comes to the Renegade community I don't believe it until I see it.
Yeah, I have no reason to believe any mod team, anymore. It just seems pointless to hold out hope with countless disappointments.

Subject: Re: Reborn Update: A turn of events
Posted by [Goztow](#) on Mon, 07 May 2007 06:24:29 GMT
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icedog90 wrote on Mon, 07 May 2007 01:20 Goztow wrote on Sun, 06 May 2007 02:51 Or do it yourself by sending in a news submission here:
http://www.renegadeforums.com/index.php?t=post&frm_id=45&rid=8 You can ignore the error message it gives when submitted. It will then need approval from me or crimson.

I recommend you to also give some info on reborn's process.

I just thought it would be better if Jeep/Fobby did it, since they're the source of the information and could probably have more info about it.
With yourself, I ment Jeep rubi . Now that I reread it, I admit this wasn't clear.

Subject: Re: Reborn Update: A turn of events
Posted by [icedog90](#) on Mon, 07 May 2007 07:22:21 GMT
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Ah, oops.

Subject: Re: Reborn Update: A turn of events
Posted by [terminator 101](#) on Wed, 09 May 2007 02:12:22 GMT
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On <http://mods.moddb.com/631/cnc-reborn/> it says Release Estimate: May 2007 so if you are not sure, maybe you want to change that.

And is it really 90% complete? If yes, it should be out very soon. If not, could you change that?

Subject: Re: Reborn Update: A turn of events
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 09 May 2007 03:33:19 GMT
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I'd change that, but I think Renardin has to hand down the ability to edit the Mod DB. I can't do it right now, I need to talk to him.

They really shouldn't have percentages in Mod DB either, simply because it's basically impossible to give a percentage to the completion of a mod.

Subject: Re: Reborn Update: A turn of events
Posted by [sadukar09](#) on Sat, 12 May 2007 17:19:47 GMT
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i wanna be the 1st to download reborn ive benn waiting 2 life times for this

Subject: Re: Reborn Update: A turn of events
Posted by [BlueThen](#) on Sat, 12 May 2007 17:56:17 GMT
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[NEFobby[GEN] wrote on Tue, 08 May 2007 22:33]I'd change that, but I think Renardin has to hand down the ability to edit the Mod DB. I can't do it right now, I need to talk to him.

They really shouldn't have percentages in Mod DB either, simply because it's basically impossible to give a percentage to the completion of a mod.

Ye. But a release of a mod. If your already finished, just give 1 month so you can constantly check for bugs. Won't hurt to release it a few days after you're done.

Subject: Re: Reborn Update: A turn of events
Posted by [Aidoneus](#) on Sun, 13 May 2007 14:25:13 GMT
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luv2pb wrote on Sun, 06 May 2007 20:53 I don't mean to be negative but when it comes to the Renegade community I don't believe it until I see it.

I'm inclined to agree with this, especially when it comes to Reborn. Renardin's been saying "we'll have a public beta in a couple of months" for... what... About 18 months now? I'll believe you're close to a release when I see CnC_Reborn_Demo.zip being downloaded.

The team can give us all the assurances they want that things have changed, and that they really are working as hard as they can towards a public release, but I'm afraid to say that Renardin has basically destroyed any trust I had left in your progress reports.

Subject: Re: Reborn Update: A turn of events
Posted by [EvilWhiteDragon](#) on Sun, 13 May 2007 14:41:23 GMT
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The stupid thing of Reborn is that I played a working version back in summer 03 or 04, that basically looked prettymuch finished, but needed balancing. Now it's near summer 07 and still no sign of a release anytime soon.

So, sorry, but you've lost at least my trust in a release any time soon, if you're going to release it anyway.

Subject: Re: Reborn Update: A turn of events
Posted by [futura83](#) on Sun, 13 May 2007 14:52:10 GMT
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EvilWhiteDragon wrote on Sun, 13 May 2007 15:41 The stupid thing of Reborn is that I played a working version back in summer 03 or 04, that basically looked prettymuch finished, but needed balancing. Now it's near summer 07 and still no sign of a release anytime soon.

So, sorry, but you've lost at least my trust in a release any time soon, if you're going to release it anyway.

Before I left the community near the end of November (I think it was) I remember them saying something about a release around New Year... 5 months after their promised release... nothing.

Subject: Re: Reborn Update: A turn of events
Posted by [Sn1per74*](#) on Sun, 13 May 2007 14:53:01 GMT
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How long has it been now since they first started the mod?

Subject: Re: Reborn Update: A turn of events
Posted by [sadukar09](#) on Sun, 13 May 2007 15:22:12 GMT
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probably since renegade was released

Subject: Re: Reborn Update: A turn of events
Posted by [superj69](#) on Sun, 13 May 2007 16:39:15 GMT
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what is CnC reborn, and ren07 , like i keep hearing or reading their names but i dont kno what they are. like is it a side game related to ren? im only asking for a quick explanations thats why i posted in here LOL.

and congratz on the promotion jeep.

Subject: Re: Reborn Update: A turn of events
Posted by [JeepRubi](#) on Sun, 13 May 2007 17:02:06 GMT
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They are both mods (modifications, not moderators) for games. Reborn is a mod for renegade turning it into tiberian sun. Ren07 (Renegade 2007) is a mod for unreal tournament 3 (formerly unreal tournament 2007) turning into the game we all know and love, Renegade.

I know that there were a lot of promises, but hey were not based on anything sound, and they were not from me. I was not around in 2003, I have no part in this mod's history. I just know what we have now, and I am in the process of finishing it. My #1 goal is to get a working version out to everyone as fat as humanly possible.

I just can't wait for the day that this mod is released and everyone who ever said it wouldn't happen is proven wrong.

BTW: I have level edit open as I'm typing.

Subject: Re: Reborn Update: A turn of events
Posted by [Aidoneus](#) on Sun, 13 May 2007 17:35:13 GMT
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And then someone will decide that the Wolverine isn't quite as good as it could be, and the whole vicious cycle will start again.

Subject: Re: Reborn Update: A turn of events

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 13 May 2007 18:13:50 GMT

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I and the rest of the team honestly don't care if you don't believe us about our mod. The former leadership gave out a lot of promises that it shouldn't have, and for a couple years I was among the craving fans. I was dissapointed to, but now look where I am, I'm on the team itself.

The former leadership cared about publicity, but I sure don't. If you won't believe us, wait until you start downloading Reborn.zip. Mock us as much as you want between now and then, because I know for a fact that any fans we've lost in the past will be regained on the day of release. Until then, we don't care about people mocking "OMG REOBRN LOLOLOL!!11!".

The new leadership really doesn't have any intent on remaking old stuff, either.

Subject: Re: Reborn Update: A turn of events

Posted by [reborn](#) on Sun, 13 May 2007 18:20:36 GMT

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Jeep Rubi wrote on Sun, 13 May 2007 13:02 My #1 goal is to get a working version out to everyone as fat as humanly possible.

Bloody hell! I am gonna have to put some weight on double quick!

Go reborn go! will be nice to finally play the new hyped up version when it comes out. Good luck releasing a version of it =]

Subject: Re: Reborn Update: A turn of events

Posted by [JeepRubi](#) on Sun, 13 May 2007 19:10:34 GMT

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Look what happens when you're typing *fast* so you can get back to work!

Subject: Re: Reborn Update: A turn of events

Posted by [sadukar09](#) on Mon, 14 May 2007 19:34:46 GMT

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just wondering...how will the Nod deployable arty gonna work?

Subject: Re: Reborn Update: A turn of events

Posted by [JeepRubi](#) on Mon, 14 May 2007 21:29:27 GMT

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You will be able to drive, but not shoot, you must stop, press the hotkey, and it will deploy. Then you cannot move, but you can shoot. Press the key again and you're packed up, ready to go.

Subject: Re: Reborn Update: A turn of events
Posted by [futura83](#) on Mon, 14 May 2007 21:49:51 GMT
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What happened to that generals mod?

That has an example of what you mean with the Chinese Nuke cannon

Subject: Re: Reborn Update: A turn of events
Posted by [Zion](#) on Mon, 14 May 2007 22:47:11 GMT
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If you mean SCUD-Storm, Nameme99 has the rights to that now and i'm pretty sure you can get any of that info from him.

Subject: Re: Reborn Update: A turn of events
Posted by [sadukar09](#) on Mon, 14 May 2007 22:49:10 GMT
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Jeep Rubi wrote on Mon, 14 May 2007 16:29 You will be able to drive, but not shoot, you must stop, press the hotkey, and it will deploy. Then you cannot move, but you can shoot. Press the key again and you're packed up, ready to go.
thats pretty sexy

Subject: Re: Reborn Update: A turn of events
Posted by [Renardin6](#) on Thu, 24 May 2007 16:56:14 GMT
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Viking wrote on Sat, 05 May 2007 19:56 Reborn is never going to be finished so whatever. All you do is keep remaking models.

YouTube says you are wrong...

Subject: Re: Reborn Update: A turn of events
Posted by [sadukar09](#) on Thu, 24 May 2007 21:06:21 GMT

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THE ALL GREAT RENARDIN SHOWS UP AND PROVE US ALL WRONG

Subject: Re: Reborn Update: A turn of events
Posted by [Renardin6](#) on Fri, 25 May 2007 15:53:14 GMT
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not me... Youtube...

But me a bit if you consider this:

I edited the pic because I am not allowed to show more

Subject: Re: Reborn Update: A turn of events
Posted by [sadukar09](#) on Fri, 25 May 2007 15:54:30 GMT
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lol in the original reborn ob cant hit the jumpjet

Subject: Re: Reborn Update: A turn of events
Posted by [Renardin6](#) on Mon, 28 May 2007 00:27:22 GMT
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search on youtube : "c&c reborn"

<http://www.youtube.com/watch?v=L5f2k9mjlAs>

and the funny one,it's testing so funny stuff:

<http://www.youtube.com/watch?v=aVdthSk8qCk>

Subject: Re: Reborn Update: A turn of events
Posted by [Jonty](#) on Mon, 28 May 2007 07:52:25 GMT
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Can't wait again!

I had almost given up, because it seemed that practically nothing had happened since Christmas. But those videos obviously say otherwise!

Subject: Re: Reborn Update: A turn of events
Posted by [Renardin6](#) on Mon, 28 May 2007 08:54:20 GMT
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indeed

Subject: Re: Reborn Update: A turn of events
Posted by [nopol10](#) on Mon, 28 May 2007 09:01:50 GMT
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Love the funny video!

Subject: Re: Reborn Update: A turn of events
Posted by [sadukar09](#) on Mon, 28 May 2007 20:04:31 GMT
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sexy! (if u change the turn ratio to 100 and spin ur veh it will start flying)

Subject: Re: Reborn Update: A turn of events
Posted by [Renardin6](#) on Tue, 29 May 2007 21:54:00 GMT
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Jonty wrote on Mon, 28 May 2007 02:52Can't wait again!

I had almost given up, because it seemed that practically nothing had happened since Christmas. But those videos obviously say otherwise!

Don't tell people, some believe so much we ain't doing anything...

Subject: Re: Reborn Update: A turn of events
Posted by [sadukar09](#) on Wed, 30 May 2007 19:25:09 GMT
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the APB ppl think APB is teh l337 and reborn is not

Subject: Re: Reborn Update: A turn of events
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 30 May 2007 19:31:48 GMT
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They can think whatever they want, Reborn isn't even out.

Subject: Re: Reborn Update: A turn of events
Posted by [sadukar09](#) on Wed, 30 May 2007 19:37:08 GMT
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i know but reborn will be teh l337 (so is ren 2007 but after i get UT)

Subject: Re: Reborn Update: A turn of events
Posted by [MexPirate](#) on Wed, 30 May 2007 19:47:12 GMT
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Does anyone honestly believe that this project will ever be finished, even if it is - there won't be enough players left to enjoy it.

Prove me wrong, please.

Subject: Re: Reborn Update: A turn of events
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 30 May 2007 20:09:46 GMT
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Yeah - the next News Update should answer your questions on activity. As for CnC Reborn getting done, just ask any of the beta testers. It's on its way.
