
Subject: Super CnC Reborn Happy Hour!

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 31 May 2007 20:18:23 GMT

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TODAYS ON THE REBORN SUPERS FUN TIME HOUR, WE HAVE FOBINATOR HERE TO TALKS TO US'S ABOUT THE NEWS STUFFS IN REBORNS!

Thank you Spice for the introduction. As many of you may know, the CnC Reborn team has been concentrating all of its efforts on making the mod work out ingame. Bugs are being fixed, assets are being edited, and the fun factor is being added.

With this hard work, we shipped several versions of Reborn to our very own testers. They worked hard by reporting all of the bugs and mishaps. Currently we are releasing frequent updates to our testers, with fixed and/or added content.

As you know, the current demo feature's DarkAngel's remake of C&C Under.

Our very own Pendulum has prepared a video showing off Reborn ingame. It's an awesome video which portrays the in-depth and fast gameplay featured in CnC Reborn. Check out the video!:

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

To those of you who never believed us, this is the progression of Reborn. We aren't just sitting around doing nothing, we are all working hard on getting this version polished and finally released to the fans. This awesome trailer is subject to the past couple years of hard work. As we progress, more trailers will be released later on, featuring new vehicles and maps.

So why isn't this version released? Pendulum has made a video explaining why:

<http://www.youtube.com/watch?v=aVdthSk8qCk&NR=1>

Enjoy

Subject: Re: Super CnC Reborn Happy Hour!

Posted by [sadukar09](#) on Thu, 31 May 2007 20:34:15 GMT

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lol watched those 2 days ago

Subject: Re: Super CnC Reborn Happy Hour!

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 31 May 2007 20:58:28 GMT

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Dude the first one was uploaded just a couple hours ago today.

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [sharra](#) on Thu, 31 May 2007 21:52:07 GMT

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love that map cant waht to play

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [Viking](#) on Thu, 31 May 2007 22:14:58 GMT

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Looks like fun. I approve of this.

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [IronWarrior](#) on Thu, 31 May 2007 22:23:59 GMT

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Cool, hope it turns out well.

I hope the Reborn maps will be abit bigger then Renegades?

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [Viking](#) on Thu, 31 May 2007 22:25:26 GMT

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WEEEEEEEEEE

drops bombs on j00 with orca bomber and u die

HA HA J00 DEAD I WINZ!

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [OWA](#) on Thu, 31 May 2007 23:36:22 GMT

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Yes, Nod did own GDI in all of the matches. Peace through Power. OMGIMFAMOUS!

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [nopol10](#) on Fri, 01 Jun 2007 00:25:21 GMT
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How many maps will be in the release?

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 01 Jun 2007 00:26:53 GMT
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Like 3 in the demo release. That release will be followed by updates, where more maps and features will be added.

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [trooprm02](#) on Fri, 01 Jun 2007 01:32:16 GMT
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niiice, gj reborn team cant wait for release

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [Ryu](#) on Fri, 01 Jun 2007 02:40:54 GMT
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Sexy. =D

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [DarkKnight](#) on Fri, 01 Jun 2007 04:20:40 GMT
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Looks very nice cant wait to play

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [Crusader](#) on Fri, 01 Jun 2007 04:58:08 GMT
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Looks amazing! Thank you very much for your efforts and dedication. Can't wait to play it but I will wait!

Subject: Re: Super CnC Reborn Happy Hour!

Posted by [superj69](#) on Fri, 01 Jun 2007 04:58:47 GMT

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how far off is the release date ne way, of the demo i mean?

Subject: Re: Super CnC Reborn Happy Hour!

Posted by [Jecht](#) on Fri, 01 Jun 2007 05:51:46 GMT

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Jumpjets look like alot of fun. Good Job Reborn Team Funny Bloopers too.

Question: Can Tick Tanks Deploy?

Subject: Re: Super CnC Reborn Happy Hour!

Posted by [Jonty](#) on Fri, 01 Jun 2007 08:45:45 GMT

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The walking animations on the Titans look excellent now.

Subject: Re: Super CnC Reborn Happy Hour!

Posted by [IronWarrior](#) on Fri, 01 Jun 2007 11:45:41 GMT

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After watching the video, the jump packs weapons seems abit under-powered or is that just bad shooting?

Subject: Re: Super CnC Reborn Happy Hour!

Posted by [Crusader](#) on Fri, 01 Jun 2007 13:35:47 GMT

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IWarriors wrote on Fri, 01 June 2007 06:45After watching the video, the jump packs weapons seems abit under-powered or is that just bad shooting?

I am not expert but I think the weapons in the jump pack should be very well balanced...make it too powerful and next thing you know, everyone's flying!

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [AoBfrost](#) on Fri, 01 Jun 2007 13:53:23 GMT
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Rofl, the second video is awesome, now someone...make a hotty/tech walk video on these news maps....we need to know how to get to building without obby shooting us

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [IronWarrior](#) on Fri, 01 Jun 2007 17:30:59 GMT
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IronBalls wrote on Fri, 01 June 2007 08:35IWarriors wrote on Fri, 01 June 2007 06:45After watching the video, the jump packs weapons seems abit under-powered or is that just bad shooting?

I am not expert but I think the weapons in the jump pack should be very well balanced...make it too powerful and next thing you know, everyone's flying!

I think they be flying anyway, lol.

I know I will be, that looks fun.

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [Spoony](#) on Fri, 01 Jun 2007 17:35:41 GMT
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IWarriors wrote on Fri, 01 June 2007 06:45After watching the video, the jump packs weapons seems abit under-powered or is that just bad shooting?

He had fraps running at the time.

Reborn team, if I may make a humble suggestion? Please don't overlook the balance of small games as well as large ones.

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [KIRBY-098](#) on Fri, 01 Jun 2007 18:50:45 GMT
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My only suggestion: Mecha are heavy walkers by nature and when the leg comes down, it should

take a sec for the hydraulics to build the pressure to lift tons of metal.

2142 does a good job of making you "feel" like there's tons of metal banging around. You may want to incorporate that and think about having them leave temporary impressions in the terrain. Awesome remix music.
Loved the vids though, and I really hope theres a counter to jumpjets....

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [sadukar09](#) on Fri, 01 Jun 2007 19:17:45 GMT
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KIRBY-098 wrote on Fri, 01 June 2007 13:50My only suggestion: Mecha are heavy walkers by nature and when the leg comes down, it should take a sec for the hydraulics to build the pressure to lift tons of metal.

2142 does a good job of making you "feel" like there's tons of metal banging around. You may want to incorporate that and think about having them leave temporary impressions in the terrain. Awesome remix music.
Loved the vids though, and I really hope theres a counter to jumpjets....

dont think thats possible with renegade engine

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 01 Jun 2007 20:57:03 GMT
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superj69 wrote on Fri, 01 June 2007 00:58how far off is the release date ne way, of the demo i mean?

The new leadership will not make any release estimations or promises like that. It's something the past leaderships have done too much. The only promise we're giving is that this mod will be finished.

Quote:Reborn team, if I may make a humble suggestion? Please don't overlook the balance of small games as well as large ones.

Believe me, we've got some major Renegade players in this mod including myself. Nothing will be overlooked, and we'll try and make the mod fun in both large and small games (unlike the 2003 beta).

Quote:Question: Can Tick Tanks Deploy?

Not yet. We're working on that.

Quote:After watching the video, the jump packs weapons seems abit under-powered or is that just

bad shooting?

The Jumpjet was barely shooting in the video. Anyways just like in TS it will be good against infantry and lightly armoured vehicles. No balancing in the current build is final at all, but the current Jumpjet rifle's strength is good.

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [CarrierII](#) on Fri, 01 Jun 2007 21:07:46 GMT
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That last video was the funniest thing I've watched for some time, keep up the good work!

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [PlastoJoe](#) on Fri, 01 Jun 2007 21:32:24 GMT
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If this mod was a woman, I would have sex with it.

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [Crusader](#) on Sat, 02 Jun 2007 03:56:38 GMT
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Post deleted...my mistake.

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [JeepRubi](#) on Sat, 02 Jun 2007 04:18:33 GMT
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No, he is talking about the mod in it's current state, it is neither male nor female. If he was talking about the mod then being a woman, he would have said her, but he didn't did he?

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [PlastoJoe](#) on Sat, 02 Jun 2007 07:18:25 GMT
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I didn't see that one post, but I assume it had to do with grammar. If you want, I could say "her name would be NOD."

Regardless, any chance of releasing an APB-style ver. <1.0? I realize that APB was pretty much finished (meaning "non-vehicle-jumping-glitchy") when it came out, but I think you know what I

mean. Heck, I'd take spastic Wolverines.

Subject: Re: Super CnC Reborn Happy Hour!

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 02 Jun 2007 15:23:39 GMT

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The release of Reborn will be in stages, kind of like RedAlertAPB.

We'd first release the demo, which won't contain many maps. It'll have most of the units. Then, when we're ready again, we'd release another update, which would include bug fixes, balance fixes, new features and maps.

For example, if first release doesn't feature the MMK2, they'd be included in the next update, etc.

We'll keep doing that until Reborn's fully done.

Subject: Re: Super CnC Reborn Happy Hour!

Posted by [Jonty](#) on Mon, 04 Jun 2007 20:34:48 GMT

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[NEFobby[GEN]For example, if first release doesn't feature the MMK2, they'd be included in the next update, etc.

If the first release doesn't contain the MMK2, I won't download it.

Subject: Re: Super CnC Reborn Happy Hour!

Posted by [w0dka](#) on Tue, 05 Jun 2007 09:41:08 GMT

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kewl. Wanna play soon as possible.

Wolverines seems to be a little to fast

Map looks good... want more and bigger Maps!

Subject: Re: Super CnC Reborn Happy Hour!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 05 Jun 2007 21:59:49 GMT

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w0dka wrote on Tue, 05 June 2007 05:41kewl. Wanna play soon as possible.

Wolverines seems to be a little to fast

Map looks good... want more and bigger Maps!

More maps are coming, keep your pants on.

At the same time we don't want to repeat the mistake of the old beta from 2003, which had massive maps. There were some good battles but the gameplay was mostly stretched thin due to the maps being way too big.

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [sadukar09](#) on Wed, 06 Jun 2007 00:43:15 GMT
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Jonty wrote on Mon, 04 June 2007 15:34[NEFobby[GEN]For example, if first release doesn't feature the MMK2, they'd be included in the next update, etc.
If the first release doesn't contain the MMK2, I won't download it.

Subject: Re: Super CnC Reborn Happy Hour!
Posted by [JeepRubi](#) on Wed, 06 Jun 2007 11:39:21 GMT
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Then I guess you're missing out.
