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Subject: CnC Reborn : Some Beta Fun...  
Posted by [Renardin6](#) on Sat, 09 Jun 2007 22:38:11 GMT  
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Here are some screenshots done during our tests. You will recognize who made those with the names on the pic. You might find weird stuff on the underground but that's testing...

Enjoy:

Those screenies are from one of the first tests that the beta testers used. No lightmap on the map yet and you may notice some "holes" on the underground. But yet, these pics are still cool to see.

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [futura83](#) on Sat, 09 Jun 2007 22:44:27 GMT  
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love the recreated under.

its good to see you havnt gone for a replica with reborn structures and units, but it is clear that time has passed since the ren version

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [Viking](#) on Sat, 09 Jun 2007 22:47:25 GMT  
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ZOMG CAN I PLAY!!!

I wanna be a sub APC!

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [IronWarrior](#) on Sun, 10 Jun 2007 00:47:56 GMT  
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Looks really nice.

How many Reborn maps have you done so far?

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [sadukar09](#) on Sun, 10 Jun 2007 11:26:37 GMT  
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yay 3rd post I WANNA BE A...BANSHEE!!!  
sexy pics

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [Sn1per74\\*](#) on Sun, 10 Jun 2007 14:11:06 GMT  
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Do you guys have any idea when you think you're going to release this? I really REALLY want it.

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [Senrai](#) on Sun, 10 Jun 2007 16:20:43 GMT  
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My god that looks so awesome. The models are so much cleaner than the original game.

I really hope you go all the way through on this and completely remake Renegade.

A few wishes:

Testing on Vista OS.

Playable Super cyborg from tib. sun.

Somewhat decent bots and functionality in skirmish 1 player maps.

Everything packed in a EXE file for easy isntallment, I just got into renegade so I don't know nothing about mods and such.

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 10 Jun 2007 16:38:45 GMT  
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IWarriors wrote on Sat, 09 June 2007 20:47Looks really nice.

How many Reborn maps have you done so far?

All of our maps are Works in Progress, however 3 of them are close to done.

Under - The map is formed, all that needs to be done is some basic bug fixes, underground, any

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lighting we may do, etc.

Facility - Infantry map... it's basically done and lightmapped. All that's left is throwing in the infantry.

Game Convention map (no name yet) - It was done for the game convention, but we're still gonna add the rest of the buildings on that map.

A lot of other WIPs floating around, but those are the 3 that will be in the first release.

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [sadukar09](#) on Sun, 10 Jun 2007 17:45:53 GMT  
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is the balancing on units etc done?

btw how strong are the vulcan/RPG towers? cuz they are pretty weak in tib sun.  
if they are weak, are they rebuild able?

thanks

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [Senrai](#) on Sun, 10 Jun 2007 17:55:10 GMT  
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I can already imagine becoming a cyborg commando, and just wreck havok wherever I go.

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [IronWarrior](#) on Sun, 10 Jun 2007 18:48:32 GMT  
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[NEFobby[GEN] wrote on Sun, 10 June 2007 11:38]IWarriors wrote on Sat, 09 June 2007 20:47Looks really nice.

How many Reborn maps have you done so far?

All of our maps are Works in Progress, however 3 of them are close to done.

Under - The map is formed, all that needs to be done is some basic bug fixes, underground, any lighting we may do, etc.

Facility - Infantry map... it's basically done and lightmapped. All that's left is throwing in the infantry.

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Game Convention map (no name yet) - It was done for the game convention, but we're still gonna add the rest of the buildings on that map.

A lot of other WIPs floating around, but those are the 3 that will be in the first release.

Ah very nice, an other question is, when you release it, will you also release the level editor version for it?

Also, does the Reborn LE have many presets that can be added to the maps server side?

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [Senrai](#) on Sun, 10 Jun 2007 19:27:10 GMT  
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I just found out about this yesterday, and I've been playing renegade for 4 days, already I'm dying to try this.

You are going to include some sort of single player/skirmish/offline playing option right?

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [EvilWhiteDragon](#) on Sun, 10 Jun 2007 20:25:39 GMT  
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Senrai wrote on Sun, 10 June 2007 21:27 I just found out about this yesterday, and I've been playing renegade for 4 days, already I'm dying to try this.

You are going to include some sort of single player/skirmish/offline playing option right?  
Well, be warned, it took them like 5-6 years to get them where they are now I think

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 10 Jun 2007 21:02:03 GMT  
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Renegade hasn't even been out for 6 years, and the team working on this when it started doesn't exist anymore.

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [Senrai](#) on Sun, 10 Jun 2007 21:44:39 GMT  
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This post already got my hopes up, I swear to god if this project is abandoned I'll find every person

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who was involved in this project and poop in their mailbox.

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [Xpert](#) on Mon, 18 Jun 2007 22:55:43 GMT  
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EvilWhiteDragon wrote on Sun, 10 June 2007 15:25Senrai wrote on Sun, 10 June 2007 21:27I just found out about this yesterday, and I've been playing renegade for 4 days, already I'm dying to try this.

You are going to include some sort of single player/skirmish/offline playing option right? Well, be warned, it took them like 5-6 years to get them where they are now I think

I give them till 2010. ;p

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [jnz](#) on Mon, 18 Jun 2007 23:07:18 GMT  
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I wonder weather cyborgs become legless..

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 19 Jun 2007 00:17:24 GMT  
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I like the weather too.

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [ST3ALTH](#) on Tue, 19 Jun 2007 00:51:56 GMT  
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Obelisk tip looks sexy.

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [Renerage](#) on Tue, 19 Jun 2007 00:56:17 GMT  
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I bet those titans move slower then molasses in the winter.

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [Xpert](#) on Tue, 19 Jun 2007 01:06:16 GMT  
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Renegade wrote on Mon, 18 June 2007 19:56 I bet those titans move slower then molasses in the winter.

Lmao, that made me laugh, I don't know why

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [Viking](#) on Tue, 19 Jun 2007 02:39:27 GMT  
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ROFL made me lol too!

PS:1200 POST'SZES W00T!!!

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Subject: Re: CnC Reborn : Some Beta Fun...  
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 19 Jun 2007 03:06:33 GMT  
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Renegade wrote on Mon, 18 June 2007 20:56 I bet those titans move slower then molasses in the winter.

Lol, well they're actually a bit slow right now. They'll go faster in the release.

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