

---

Subject: RenEvo C&C Reborn  
Posted by [Dante](#) on Sun, 05 Aug 2007 19:18:01 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

RenEvo is happy to announce the merger/aquisition of C&C Reborn. I have taken over the well known modification for C&C Renegade.

The merger/aquisition stage will take roughly one week to complete. During this time I will be assessing the status of the modification, as well as the current workload for a stable release candidate. In addition to assessing the modification, I will be communicating with all of the current team members.

More information about the merger/aquisition will be made available after the initial assessment of the project.

Thanks,  
Dante  
Executive Producer  
RenEvo Software & Designs

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [reborn](#) on Sun, 05 Aug 2007 19:21:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I have just been reinvigorated with a new found faith that this mod will actually get released.

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [Oblivion165](#) on Sun, 05 Aug 2007 19:25:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So I guess this means JeepRubi got the boot?

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [EvilWhiteDragon](#) on Sun, 05 Aug 2007 19:28:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Reborn wrote on Sun, 05 August 2007 21:21 I have just been reinvigorated with a new found faith that this mod will actually get released.  
Well, from what I heard there have been like 4 leaders in just 1 month so :s I still have my doubts.

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [Ryu](#) on Sun, 05 Aug 2007 19:48:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Reborn wrote on Sun, 05 August 2007 14:21 I have just been reinvigorated with a new found faith that this mod will actually get released.

+1 agree!

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [Dante](#) on Sun, 05 Aug 2007 20:55:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

My goal with this project is to get a release out as soon as possible. It seems that it is very do-able, just a lot of organization needed to happen that wasn't there previously.

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [Renx](#) on Sun, 05 Aug 2007 21:22:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No offence, but you're the last person I would expect to come up with a quick release for a mod, nevermind this particular mod.

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [z310](#) on Sun, 05 Aug 2007 22:56:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I concur, and so does a friend of mine. :/

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [Dante](#) on Sun, 05 Aug 2007 23:00:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Thats fine, but here is to proving you wrong

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [vloktboky](#) on Sun, 05 Aug 2007 23:00:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If done right, perhaps this will prove to be a good mind-changer.

---

Edit: Dante, get your fast arse on MSN.

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [luv2pb](#) on Sun, 05 Aug 2007 23:14:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Why don't you FINISH one project before you take another one?

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [Sn1per74\\*](#) on Sun, 05 Aug 2007 23:17:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

luv2pb wrote on Sun, 05 August 2007 18:14 Why don't you FINISH one project before you take another one?  
Why don't you give them SUPPORT before you talk crap?

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [Oblivion165](#) on Sun, 05 Aug 2007 23:18:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Well that is a pretty heavy list hes got going in his sig but let him prove himself, its not like it will change anything really.

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [luv2pb](#) on Sun, 05 Aug 2007 23:23:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Sn1per74\* wrote on Sun, 05 August 2007 19:17 luv2pb wrote on Sun, 05 August 2007 18:14 Why don't you FINISH one project before you take another one?  
Why don't you give them SUPPORT before you talk crap?  
Oh Mr.Dante has had many chances to prove himself in the past. Of all the things he has promised I can't recall one that ever finished. But who knows maybe he can get something that no one cares about done and something that has been a failure for literally years now. Reborn has been handed off more time than andr3w282 on a friday night at the gay bar.

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [Dante](#) on Sun, 05 Aug 2007 23:27:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

## RenEvo Projects

BlazeRegulator - Version 1.5 Released in 2004

RenAlert - First public non-pkg release (2004)

FarCry Server Side Mod - Version 4 released in 2004

Empire At War Mod Tools - Released on Demo Release (2006), over 30,000 downloads

C&C FarCry - Scheduled Release August 2007

C&C Reborn - Scheduled Release October 2007

C&C The Dead Six - Scheduled Release Unknown (game isn't out yet)

My dates might be slightly off, but we do have a decent history of releasing some large projects and keeping them up to date.

---

---

Subject: Re: RenEvo C&C Reborn

Posted by [Cpo64](#) on Sun, 05 Aug 2007 23:39:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

This is an interesting development.

I never understood why Reborn hasn't had a public release.

This stupid concept of not releasing anything until its all done has always bothered me.

They have models, maps, scripts. There is enough to play, balanced or not.

---

---

Subject: Re: RenEvo C&C Reborn

Posted by [Dante](#) on Sun, 05 Aug 2007 23:42:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Cpo64 wrote on Sun, 05 August 2007 16:39This is an interesting development.

I never understood why Reborn hasn't had a public release.

This stupid concept of not releasing anything until its all done has always bothered me.

They have models, maps, scripts. There is enough to play, balanced or not.

Quite literally, its an organized mess. The biggest work to releasing it is not completing things, but finding everything to put it all together.

---

---

Subject: Re: RenEvo C&C Reborn

Posted by [Cpo64](#) on Sun, 05 Aug 2007 23:53:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Of course, if there had been regular updates and releases, things would have been more organized. As organization would have been small scale and regular, as opposed to... huge, and never.

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [sadukar09](#) on Mon, 06 Aug 2007 00:17:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

What happened to Renardin?

---

Subject: Re: RenEvo C&C Reborn  
Posted by [Renx](#) on Mon, 06 Aug 2007 00:31:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I didn't mean it in a bad way.

---

Subject: Re: RenEvo C&C Reborn  
Posted by [trooprm02](#) on Mon, 06 Aug 2007 00:41:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dante is by far the best leader this mod has seen. Although renardin had previous experience with the older version of the mod, as you can tell, dante has MUCH more experience in general with various mods. Glad to hear your taking over

---

Subject: Re: RenEvo C&C Reborn  
Posted by [Dante](#) on Mon, 06 Aug 2007 01:25:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sadukar09 wrote on Sun, 05 August 2007 17:17 What happened to Renardin?

Renardin is a texture artist for Reborn.

---

Subject: Re: RenEvo C&C Reborn  
Posted by [IronWarrior](#) on Mon, 06 Aug 2007 01:40:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

As a new member of the Reborn team, I have seem alot of changes going on and so far Dante has been doing an good job.

He speaks the truth, expect an release soon.

Reborn is made of win.

---

Subject: Re: RenEvo C&C Reborn

---

Posted by [sterps](#) on Mon, 06 Aug 2007 01:57:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

This good to hear, thanks for the heads up dante

---

Subject: Re: RenEvo C&C Reborn

Posted by [cmatt42](#) on Mon, 06 Aug 2007 04:17:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Oblivion165 wrote on Sun, 05 August 2007 14:25 So I guess this means JeepRubi got the boot? Renardin took over again. Again... again. But I see now that it'll have new management. Again.

---

Subject: Re: RenEvo C&C Reborn

Posted by [R315r4z0r](#) on Mon, 06 Aug 2007 04:30:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Yea.. what is this... the 30th new manager?

Well good luck in your attempts at getting the mod out

---

Subject: Re: RenEvo C&C Reborn

Posted by [U927](#) on Mon, 06 Aug 2007 08:03:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Aw come on, Reborn isn't that bad. I mean, it's only been three years since their last disastrous release on December 28th, a day they laughingly referred to as "Day X".

Here's to hoping that Dante will fix ALL the shit that is wrong with Reborn's organization.

---

Subject: Re: RenEvo C&C Reborn

Posted by [Goztow](#) on Mon, 06 Aug 2007 08:32:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I hope you'll succeed where many failed before.

---

Subject: Re: RenEvo C&C Reborn

Posted by [Gen\\_Blacky](#) on Tue, 07 Aug 2007 04:09:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i think u guys should try to work out most bugs before release don't be in a hurry and release to public

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [Dave Anderson](#) on Tue, 07 Aug 2007 04:31:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Quote:don't be in a hurry and release to public

You do realize what you just said? Right?

---

---

Subject: Re: RenEvo C&C Reborn  
Posted by [Tunaman](#) on Tue, 07 Aug 2007 04:55:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dave S. Anderson wrote on Tue, 07 August 2007 00:31Quote:don't be in a hurry and release to public

You do realize what you just said? Right?  
Haha.

---