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Subject: C&C Reborn : Feb 2008  
Posted by [Renardin6](#) on Fri, 18 Jan 2008 21:54:08 GMT  
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Subject: Re: C&C Reborn : Feb 2008  
Posted by [cnc95fan](#) on Fri, 18 Jan 2008 21:58:43 GMT  
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Hopefully that will stick.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [Carrierll](#) on Fri, 18 Jan 2008 22:06:45 GMT  
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All he means is that the Brotherhood will rise. This has nothing to do with Hell freezing over, err, I mean Reborn being released. Still, Hell have probably installed a few more thermometers.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [R315r4z0r](#) on Fri, 18 Jan 2008 22:21:59 GMT  
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Did you know that the lowest level of Hell, the part where Satan himself resides, is in fact frozen? Or so I have read.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [IronWarrior](#) on Fri, 18 Jan 2008 22:32:55 GMT  
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Reborn is for the win, you shall see.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [cnc95fan](#) on Fri, 18 Jan 2008 23:04:55 GMT  
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R315r4z0r wrote on Fri, 18 January 2008 16:21Did you know that the lowest level of Hell, the part

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where Satan himself resides, is in fact frozen? Or so I have read.  
Where did the author find that out

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [R315r4z0r](#) on Fri, 18 Jan 2008 23:11:26 GMT  
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It was actually in one of those personality tests. I answered a few questions, and it say what level of hell I was destined to. (I got level 6 out of like 12 or 13 or something.. I don't remember)

This is getting off topic... Reborn FTW.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [BlueThen](#) on Fri, 18 Jan 2008 23:11:29 GMT  
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"THE BROTHERHOOD WILL RISE TOMORROW"  
(2 days later)  
"THE BROTHERHOOD WILL RISE NEXT WEEK"

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [Ethenal](#) on Fri, 18 Jan 2008 23:30:12 GMT  
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Saying it will be released in February is retarded, just release it when it's done, without warning. I think it would have a much better effect and dodge a lot of the ragging on Reborn.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [R315r4z0r](#) on Fri, 18 Jan 2008 23:43:52 GMT  
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But everything, from what I gather, is done 99%.

The game is in, and has been for the last month and a half, in BETA testing. 2 Maps for the Inf Beta where announced playable, with only a few add ons (Like trees) to add in.

I'd say that won't take more than 1-2 weeks.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [cnc95fan](#) on Sat, 19 Jan 2008 00:55:40 GMT

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And that 1% = all level edit work ^^

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 19 Jan 2008 01:35:36 GMT  
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Yeah this is just an infantry beta, guys.

Hell's ready to freeze over I think.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [cnc95fan](#) on Sat, 19 Jan 2008 01:40:31 GMT  
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[NEFobby[GEN] wrote on Fri, 18 January 2008 19:35]Yeah this is just an infantry beta, guys.

Hell's ready to freeze over I think.

D: inf beta?? I wants vechs

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 19 Jan 2008 06:13:15 GMT  
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Then you're gonna have to wait until they can get vehicles ingame

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [Ethenal](#) on Sat, 19 Jan 2008 07:13:38 GMT  
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"Wait" and "Reborn" don't mix.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [nopol10](#) on Sat, 19 Jan 2008 08:43:59 GMT  
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I can't wait to see what it looks like!

Q: Will all the infantry be present?

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [danpaul88](#) on Sat, 19 Jan 2008 11:14:14 GMT  
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February of which year?

Anyway, good luck with getting it released on time, a while back I was really looking forward to playing Reborn but it's kinda lost its appeal lately since I don't have so much time for gaming and it just didn't seem to be going anywhere, hopefully this will prove worth the wait.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [mr£Ä\\$Ä·z](#) on Sat, 19 Jan 2008 15:53:51 GMT  
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how many maps are in progress or done?

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [reborn](#) on Sat, 19 Jan 2008 16:33:16 GMT  
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Probably not the right forum for this question, but seeing as how Dante took the big mans chair, and seeing as how Dante is part of renevo, does this mean he has roped Vloktboky into the mod at all?

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [u6795](#) on Sat, 19 Jan 2008 16:51:30 GMT  
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[NEFobby[GEN] wrote on Fri, 18 January 2008 20:35]Yeah this is just an infantry beta, guys.

Hell's ready to freeze over I think.  
Hell froze over when it snowed down here in Georgia.

Looking forward greatly to Reborn. Expectations are high as always.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [sadukar09](#) on Sat, 19 Jan 2008 17:55:03 GMT  
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I smell another Dec.31st 2006...

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [R315r4z0r](#) on Sat, 19 Jan 2008 18:11:29 GMT  
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Weren't you guys going to release a texture pack?

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 19 Jan 2008 19:03:34 GMT  
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Ironically, one of the Reborn maps is called "Freezeover"...

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [EvilWhiteDragon](#) on Sat, 19 Jan 2008 22:17:23 GMT  
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[NEFobby[GEN] wrote on Sat, 19 January 2008 20:03]Ironically, one of the Reborn maps is called "Freezeover"...

Ironically, we had a playable beta WITH vehicles back in dec 2003 :/ and a playable alpha WITH vehicles back in july/augustus 2003

So what happened all that while?

You guys just remade and remade and then again decided to remake the inf, buildings and apparently vehicles too? And now you'll probably "just" have to do the balancing :\

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 19 Jan 2008 23:03:18 GMT  
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EvilWhiteDragon wrote on Sat, 19 January 2008 17:17[NEFobby[GEN] wrote on Sat, 19 January 2008 20:03]Ironically, one of the Reborn maps is called "Freezeover"...

Ironically, we had a playable beta WITH vehicles back in dec 2003 :/ and a playable alpha WITH vehicles back in july/augustus 2003

So what happened all that while?

You guys just remade and remade and then again decided to remake the inf, buildings and apparently vehicles too? And now you'll probably "just" have to do the balancing :\

Remaking textures on certain vehicles doesn't slow down the mod. It only takes a few minutes to upload new textures into the editor; and texture artists who don't know how to use the editor have nothing else to do while they're waiting.

Yes there were vehicles, and yes the vehicles are being worked on for another release. But since the infantry are pretty much done, why not release that first, since vehicles may take another couple months?

We could release vehicles with it, but if you really want that, you'd have to wait longer. Might as well play with what we got while waiting for the vehicles pack.

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Subject: Re: C&C Reborn : Feb 2008

Posted by [EvilWhiteDragon](#) on Sun, 20 Jan 2008 13:29:30 GMT

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[NEFobby[GEN] wrote on Sun, 20 January 2008 00:03]EvilWhiteDragon wrote on Sat, 19 January 2008 17:17[NEFobby[GEN] wrote on Sat, 19 January 2008 20:03]Ironically, one of the Reborn maps is called "Freezeover"...

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We could release vehicles with it, but if you really want that, you'd have to wait longer. Might as well play with what we got while waiting for the vehicles pack.

You didn't read did you?

Back in mid2003 you already had a working game, just with balance issues. So what the hell have you been doing for the past 4 and a half year? Stripping vehicles, obviously, and probably remaking and then again remaking and then again remaking the models...

They are fucking not interesting, it's about gameplay.

That's all I wanted to say, thank you.

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Subject: Re: C&C Reborn : Feb 2008

Posted by [R315r4z0r](#) on Sun, 20 Jan 2008 15:17:50 GMT

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That mod was completely different. The only thing that is the same is the name of the mod.

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Subject: Re: C&C Reborn : Feb 2008

Posted by [EvilWhiteDragon](#) on Sun, 20 Jan 2008 16:00:22 GMT

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R315r4z0r wrote on Sun, 20 January 2008 16:17 That mod was completely different. The only thing that is the same is the name of the mod.

Yeah!

It wasn't based on C&C Renegade

It also didn't have buildings that looked very similar to the buildings you have

It didn't have the same name

It didn't have Renardin in the team either

It didn't have infantry that was called and looked pretty much the same

It didn't have vehicles that looked pretty much the same either

Admit it, it took you guys 4,5 year to improve the models and skins for a little bit, instead of FFS releasing something that would have been good if the balance was fixed.

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Subject: Re: C&C Reborn : Feb 2008

Posted by [renalpha](#) on Sun, 20 Jan 2008 16:06:18 GMT

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evwilwhite dragon is pissed off lol,

renforums really knows drama

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Subject: Re: C&C Reborn : Feb 2008

Posted by [EvilWhiteDragon](#) on Sun, 20 Jan 2008 16:41:00 GMT

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renalpha wrote on Sun, 20 January 2008 17:06 evwilwhite dragon is pissed off lol,

renforums really knows drama

Nah every now and then you njust need to say where it's all about.

I mean, how the FUCK can they even now pretend that we should be all happy and drooling for reborn? It took them 4,5 FUCKING years WITHOUT decent improvements AND WITH THE REMOVAL of vehicles.

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Subject: Re: C&C Reborn : Feb 2008

Posted by [IronWarrior](#) on Sun, 20 Jan 2008 16:57:16 GMT

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All good things to those who wait.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [Renardin6](#) on Sun, 20 Jan 2008 17:25:46 GMT  
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It wasn't based on C&C Renegade  
It also didn't have buildings that looked very similar to the buildings you have  
It didn't have the same name  
It didn't have Renardin in the team either  
It didn't have infantry that was called and looked pretty much the same  
It didn't have vehicles that looked pretty much the same either

-----

Let me write the history of the mod:

December 2003: Deezer releases the crappy Reborn we all know. This mod wasn't what I call a working game. It used to crash PC, was impossible to install with a simple click and well... it was the "reborn sucks" in all its glory! We didn't want to keep it.

April 2004: I take over the mod, I don't have much help, I do my best to learn how to texture and find stuff.

December 2004: people like night, SpartnII, Permagrín and Exdeath joins me to help, let's say that we really start a new set of models and texture there. We have still no mod at all and use the old Reborn for tests.

2005: A lot of work done on level edit is lost, people join, people leave, we have to redo the whole LE work several times.

2006: First test ever that we get, you even come with the nice orca script, we are testing a lot. Unfortunately, like the years before, a lot of drama and staff changes delay us as hell...

2007: First Internal test with testers and many since.

2008: Hell freezes over!

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 20 Jan 2008 17:53:52 GMT  
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Renardin got it right.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [Dover](#) on Sun, 20 Jan 2008 22:59:52 GMT  
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Don't.

Don't. Don't. Don't. Don't. Don't. Don't release it if it's not done. I mean COMPLETELY done. Vechs and all.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [Renardin6](#) on Mon, 21 Jan 2008 00:23:57 GMT  
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Remember the past:

Quote:I did the same thing back in RenAlert, we released a really shitty beta, but you know what, people played it, it kept the community engaged, and we patched it to a workable game pretty quickly.

---

Subject: Re: C&C Reborn : Feb 2008  
Posted by [danpaul88](#) on Mon, 21 Jan 2008 00:41:29 GMT  
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Unfortunately the time to release a beta to keep the community engaged came and went a long time ago, and it's reached the stage where very few people are still actively following the mod (in comparison to the number who followed it when it was first being developed after the old beta).

I for one will most likely play the beta, but I no longer look forward to the mod as much as I once did.

---

Subject: Re: C&C Reborn : Feb 2008  
Posted by [Genesis2001](#) on Mon, 21 Jan 2008 01:22:54 GMT  
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danpaul88 wrote on Sun, 20 January 2008 17:41I no longer look forward to the mod as much as I once did.

Same. I probably won't play it when it first comes out (if that day comes) until I get a better computer.

~Zack

---

Subject: Re: C&C Reborn : Feb 2008  
Posted by [u6795](#) on Mon, 21 Jan 2008 02:01:04 GMT  
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I think the "people following the mod" problem was caused by the forum move, there were so

many awesome people on the old Reborn forums, and now it's just a small handful.

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Subject: Re: C&C Reborn : Feb 2008

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 21 Jan 2008 04:53:51 GMT

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Forum move is part of the reason, but I think it's mainly because Reborn misses its approximate launch dates.

I know this would be taken as a grain of salt, but this time it looks promising. I've tested the latest Reborn infantry candidate, and there's really only a handful of bugs. I'm confident it can be fixed within a month.

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Subject: Re: C&C Reborn : Feb 2008

Posted by [Renardin6](#) on Mon, 21 Jan 2008 11:25:36 GMT

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Interest of the community will change toward mods soon. Not because of Reborn only.

---

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Subject: Re: C&C Reborn : Feb 2008

Posted by [EvilWhiteDragon](#) on Mon, 21 Jan 2008 12:01:25 GMT

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Renardin6 wrote on Mon, 21 January 2008 12:25Interest of the community will change toward mods soon. Not because of Reborn only.

Care to elaborate?

Since renegade has been here for over 7 years already, I would like to know what makes you think that mods will now start to take over?

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Subject: Re: C&C Reborn : Feb 2008

Posted by [Renardin6](#) on Mon, 21 Jan 2008 13:52:05 GMT

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Several reasons:

- Renegade has many fans and is so far the only "C&C mode" game ever done.
- Strong mods (APB, AR, Reborn and many others keep making awesome work for the community)
- Scripts and new possibilities. Recently a lot of features have been unlocked by talented coders and this allow us to make more.

Example:

Mech unit:

Reborn 2003: same sound repeat and does not follow the walk animation. The mech keep walking. If you go backward, it makes the MJackson dance...

Reborn Vehicle Test 2007: Mech walks when you move. Walk animation stop when you get out or stop the vehicle. The animation play backward when you go back. The sound of the foot hitting ground happen only when the foot hit the ground (sound linked to the frame.)

New graphic improvements: see the sky in APB... And there is many more to come.

Mods keep this community alive in a way, not only Reborn as I said but also APB, AR, RolePlay, Scud Storm, etc...

With all the new stuff I have seen from modders recently, my interest is higher than ever.

And I said soon because of AR, APB and Reborn. Why? You have no idea how the quality has been improved for the three mods, by seeing all the internals I can promise you the next months will be hot for our mods, we will show you what we can do

---

Subject: Re: C&C Reborn : Feb 2008  
Posted by [R315r4z0r](#) on Mon, 21 Jan 2008 16:53:56 GMT  
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Actually, Renegade is now not the only game with a C&C mode like gameplay mode.

This video tutorial is proof enough (You might have to enter your age):  
<http://www.gametrailers.com/player/25064.html>

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [Ghostshaw](#) on Mon, 21 Jan 2008 17:01:45 GMT  
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How is that C&C Mode gameplay? What makes C&C Mode unique is the fact that it has an economy.

-Ghost-

---

Subject: Re: C&C Reborn : Feb 2008  
Posted by [R315r4z0r](#) on Mon, 21 Jan 2008 17:19:23 GMT

I didn't say it was C&C mode gameplay.

I said C&C mode like gameplay. But yes there is an economy, how ever it doesn't involve a harvester.

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Subject: Re: C&C Reborn : Feb 2008

Posted by [EvilWhiteDragon](#) on Mon, 21 Jan 2008 19:59:18 GMT

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Renardin6 wrote on Mon, 21 January 2008 14:52Several reasons:

- Renegade has many fans and is so far the only "C&C mode" game ever done.
- Strong mods (APB, AR, Reborn and many others keep making awesome work for the community)
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And I said soon because of AR, APB and Reborn. Why? You have no idea how the quality has been improved for the three mods, by seeing all the internals I can promise you the next months will be hot for our mods, we will show you what we can do

Ok, fair enough...

But, somehow the TC's are not played that much really, much the same with fanmaps.

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [Renardin6](#) on Mon, 21 Jan 2008 22:51:28 GMT  
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EWD I will do anything to change that. We are still looking for a way to fix add the jumpjet animation by the way, if you have any idea... My idea was to add jumjet pack as a vehicle but then we would need a script to allow only simple gdi infantry to use it... If you think about something else for that, let me know.

(Renardin@gmail.com on msn )

---

Subject: Re: C&C Reborn : Feb 2008  
Posted by [Renardin6](#) on Mon, 21 Jan 2008 22:56:26 GMT  
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I agree. Can we meet on msn? (Renardin@gmail.com as usual)

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [Xpert](#) on Tue, 22 Jan 2008 01:00:58 GMT  
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EvilWhiteDragon wrote on Sun, 20 January 2008 11:00R315r4z0r wrote on Sun, 20 January 2008 16:17That mod was completely different. The only thing that is the same is the name of the mod. Yeah!

It wasn't based on C&C Renegade

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It didn't have vehicles that looked pretty much the same either

Admit it, it took you guys 4,5 year to improve the models and skins for a little bit, instead of FFS releasing something that would have been good if the balance was fixed.

You are my fucking idol <3

---

Subject: Re: C&C Reborn : Feb 2008  
Posted by [halo2pac](#) on Tue, 22 Jan 2008 01:11:34 GMT  
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what the other guy said is true...

release it when it is ready.. becuae if u have 300 people rush and download a 700 meg file all at once ur server is gunna die. or just crash lol

---

Subject: Re: C&C Reborn : Feb 2008

Posted by [Genesis2001](#) on Tue, 22 Jan 2008 01:18:41 GMT

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halo2pac wrote on Mon, 21 January 2008 18:11if u have 300 people rush and download a 700 meg file all at once ur server is gunna die. or just crash lol

:-

They're not dumb enough to only have one file mirror....

Anyway...On topic, Reborn will be great when it comes out.. Keep up the work and be quick about a release. Anything is better than nothing.

~Zack

---

Subject: Re: C&C Reborn : Feb 2008

Posted by [Renardin6](#) on Tue, 22 Jan 2008 08:04:17 GMT

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Xpert wrote on Mon, 21 January 2008 19:00EvilWhiteDragon wrote on Sun, 20 January 2008 11:00R315r4z0r wrote on Sun, 20 January 2008 16:17That mod was completely different. The only thing that is the same is the name of the mod.

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Admit it, it took you guys 4,5 year to improve the models and skins for a little bit, instead of FFS releasing something that would have been good if the balance was fixed.

You are my fucking idol <3

Whatever you say, you will all get it...

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [crazfulla](#) on Sat, 26 Jan 2008 01:04:57 GMT  
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#### File Attachments

1) [tui\\_reborn.jpg](#), downloaded 722 times



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Subject: Re: C&C Reborn : Feb 2008  
Posted by [EvilWhiteDragon](#) on Sat, 26 Jan 2008 12:29:35 GMT  
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crazfulla wrote on Sat, 26 January 2008 02:04

For some one that only has some renders about his mod on his website, you do talk a lot... I think that is a bit unfair. I have now played the inf. beta, and I must say, it looks very nice, and at least 3 times better then your renders. Also, it seems pretty far in development, although there are certainly some bugs to be fixed, and some balance tweaks to be made.

Still, I think you should keep your mouth shut untill you yourself have something to show, because, when did you start all this 1942 shizzle? A year ago or something?

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Subject: Re: C&C Reborn : Feb 2008  
Posted by [crazfulla](#) on Sun, 27 Jan 2008 01:00:25 GMT  
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EvilWhiteDragon wrote on Sat, 26 January 2008 06:29

For some one that only has some renders about his mod on his website, you do talk a lot... If you are offering your assistance, there is a recruitment section on the forums.

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If not please have a nice warm cup of STFU I am doing the best I can with the limited resources and staff that I have.

Really I love Reborn and I can't wait for the full release. Just I also love those Tui billboards.

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