Subject: Reborn Infantry Beta

Posted by Dante on Tue, 26 Feb 2008 21:03:05 GMT

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The day everyone has been waiting for has arrived.

RenEvo Software & Designs would like to announce that the Command & Conquer Reborn:
Infantry Beta v.0.8.0.0 is now officially ready for download and into Public Beta!

Current Supported Features:

C&C Multiplayer Mode
14 GDI Characters
GDI Ion Cannon Beacons
14 Nod Characters
Nod Cluster Missle Beacons
3 Fully Light Mapped Infantry Maps
LAN Server Support
*WOL Server Support
Level Editor Included
All 3 maps from the release .lvl files are included

Download Links
Primary Download Location
Game-Maps.net
FilePlanet
Time of War
CNC Saga
CNC Files
EA Community Team
C&C Inside
CNC Source
BlackIntel & The KOSs2

Mirrors are slowly coming online

*At the time of writing, WOL still requires a cd-key, this will change in the future, please see the
Beta Server Support Forum for more details.
** Reborn Testers & Staff please un-install any previous versions of this software before installing
the final build.

Subject: Re: Reborn Infantry Beta
Posted by u6795 on Tue, 26 Feb 2008 21:05:19 GMT
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FUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUU
UUUUUUUUUUUUUUUUUUUUU
UUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUUU
UUUUUUUUUUUUUUUUUUUCK

Subject: Re: Reborn Infantry Beta
Posted by JPNOD on Tue, 26 Feb 2008 21:08:16 GMT
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woooooooooooooooohooooooooooooooooo

YES!!!

Look what I posted a couple of mins ago, I knew you guys were waiting for this date!

Quote:I wonder if they will finnaly release Reborn now..

It's the Birthday of the mother of all games *hint hint*

WOL nick: JPNOD
Owner of IntelServ

http://img19.exs.cx/img19/9803/naamloos8wl.jpg

"Get Rich Or Die Tryin"

"How do you like how that shit works!"

Tue, 26 February 2008 15:56 Go to previous message

Subject: Re: Reborn Infantry Beta
Posted by Lone0001 on Tue, 26 Feb 2008 21:08:19 GMT
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FINALLY

Subject: Re: Reborn Infantry Beta
Posted by Dante on Tue, 26 Feb 2008 21:09:07 GMT

Ironically, i wasn't waiting on this date, it just so happened that i got everything to satisfactory on the same day.

Subject: Re: Reborn Infantry Beta
Posted by JPNOD on Tue, 26 Feb 2008 21:14:21 GMT

Dante wrote on Tue, 26 February 2008 16:03

The day everyone has been waiting for has arrived.

RenEvo Software & Designs would like to announce that the Command & Conquer Reborn: Infantry Beta v.0.8.0.0 is now officially ready for download and into Public Beta!

Current Supported Features:

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3 Fully Light Mapped Infantry Maps
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Download Links
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CNC Files
EA Community Team
C&C Inside
CNC Source

Mirrors are slowly coming online

*At the time of writing, WOL still requires a cd-key, this will change in the future, please see the Beta Server Support Forum for more details.
** Reborn Testers & Staff please un-install any previous versions of this software before installing

---

the final build.

Downloading right now, setting my MSN message up.

Guess I will go to bed whilst downloading then play a bit in the morning as I have to go up early. Glad its wednesday tommorow!

In addition to this post:

http://cncreborn.planetcnc.gamespy.com/forumreborn/viewtopic.php?p=17617#17617

I assume the FDS is not released yet? If so, can you notify asap when it's out.

Happy Birthday Ren and Reborn good timing for releasing Reborn

---

Subject: Re: Reborn Infantry Beta
Posted by Goztow on Tue, 26 Feb 2008 21:31:28 GMT
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Downloading and added to rencom .

Subject: Re: Reborn Infantry Beta
Posted by KIRBY-098 on Tue, 26 Feb 2008 21:41:50 GMT
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Congratulations on behalf of the Dead 6 team!

I'll have to fire up Renegade tonight...

Subject: Re: Reborn Infantry Beta
Posted by Dante on Tue, 26 Feb 2008 21:50:25 GMT
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JPNOD wrote on Tue, 26 February 2008 13:14

Downloading right now, setting my MSN message up.

Guess I will go to bed whilst downloading then play a bit in the morning as I have to go up early. Glad its wednesday tommorow!

In addition to this post:

http://cncreborn.planetcnc.gamespy.com/forumreborn/viewtopic.php?p=17617#17617

I assume the FDS is not released yet? If so, can you notify asap when it's out.

Happy Birthday Ren and Reborn good timing for releasing Reborn

FDS is included in the installer, as that thread states.

Subject: Re: Reborn Infantry Beta
Posted by Goztow on Tue, 26 Feb 2008 21:51:00 GMT
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I play on 800*600 and this is how the screen looks like. Note the text for teams, score, ping, ...

First beta tester report

File Attachments
1) reborn_inf.PNG, downloaded 2905 times

Subject: Re: Reborn Infantry Beta
Posted by Dante on Tue, 26 Feb 2008 21:54:16 GMT

Goztow wrote on Tue, 26 February 2008 13:51I play on 800*600 and this is how the screen looks like. Note the text for teams, score, ping, ...

First beta tester report

Good heavens, you play on 800x600?

I should have mentioned the 1024x768 minimums...

Subject: Re: Reborn Infantry Beta
Posted by Goztow on Tue, 26 Feb 2008 21:58:57 GMT
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I always have played on that resolution, ever since I got the game in 2003. Wouldn't know how to play it otherwise :-S.

BlackIntel & The KOSs2 <- extra mirror now running

The MP gaming server has terrible pings, btw: 2000 + .
Edit: seems like they solved these problems .

Subject: Re: Reborn Infantry Beta
Posted by Stefan on Tue, 26 Feb 2008 22:12:35 GMT
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well... i guess this wasn't supposed to be possible?

[deleted]

Gonna kick some ass in reborn

Subject: Re: Reborn Infantry Beta
Posted by Dante on Tue, 26 Feb 2008 22:17:10 GMT
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assets are there, if you bring them in, its unsupported.

Subject: Re: Reborn Infantry Beta
Posted by Stefan on Tue, 26 Feb 2008 22:19:31 GMT
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Dante wrote on Tue, 26 February 2008 16:17assets are there, if you bring them in, its unsupported.

i won't release anything but i'm afraid other people will.

Subject: Re: Reborn Infantry Beta
Posted by Dante on Tue, 26 Feb 2008 22:21:08 GMT
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Stefan wrote on Tue, 26 February 2008 14:19Dante wrote on Tue, 26 February 2008 16:17assets

are there, if you bring them in, its unsupported.

i won't release anything but i'm afraid other people will.

I'm not worried if they do, not a big deal tbh.

Subject: Re: Reborn Infantry Beta
Posted by Renardin6 on Tue, 26 Feb 2008 22:44:48 GMT
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Subject: Re: Reborn Infantry Beta
Posted by _SSnipe_ on Tue, 26 Feb 2008 22:53:16 GMT
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damn this is slow download...

Subject: Re: Reborn Infantry Beta
Posted by Viking on Tue, 26 Feb 2008 22:59:39 GMT
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O SHI-

End of ze world!!!

Subject: Re: Reborn Infantry Beta
Posted by Scrin on Tue, 26 Feb 2008 23:28:58 GMT
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love that beta!
by the way, i find 12 bugs... one of them its sniper rifles dont have " right mouse click zoom"

Subject: Re: Reborn Infantry Beta
Posted by Muad Dib15 on Tue, 26 Feb 2008 23:42:35 GMT
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hint hint

Q button is God. Q does everything for you, try it on rocket launchers...

Subject: Re: Reborn Infantry Beta
Posted by Renardin6 on Tue, 26 Feb 2008 23:46:30 GMT
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Subject: Re: Reborn Infantry Beta
Posted by Lone0001 on Tue, 26 Feb 2008 23:59:20 GMT
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Reborn is power hungry sheesh.

Subject: Re: Reborn Infantry Beta
Posted by N4warhead on Wed, 27 Feb 2008 01:24:29 GMT
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When i installed it and tried to play i get an error message saying Trouble loading bhs.dll or along
the lines of that, can anyone help?

Subject: Re: Reborn Infantry Beta
Posted by IronWarrior on Wed, 27 Feb 2008 01:32:47 GMT
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Reborn is made of awesome, it's alot of fun.

Subject: Re: Reborn Infantry Beta
Posted by Scrin on Wed, 27 Feb 2008 01:43:59 GMT
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love that game & Renardin!

Subject: Re: Reborn Infantry Beta
Posted by _SSnipe_ on Wed, 27 Feb 2008 01:46:44 GMT
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u alreayd made a hud? god damn....wats with the wire look...kinda stupid

---

Subject: Re: Reborn Infantry Beta
Posted by Renardin6 on Wed, 27 Feb 2008 02:00:54 GMT
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yeah, why did you add the wired look?

Subject: Re: Reborn Infantry Beta
Posted by Zion on Wed, 27 Feb 2008 02:14:51 GMT
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Renardin6 wrote on Tue, 26 February 2008 23:46

That's a hot image!

Subject: Re: Reborn Infantry Beta
Posted by Canadacdn on Wed, 27 Feb 2008 02:37:02 GMT
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I like the beta, here are my impressions...

My impressions:

---Positive---

-Graphics are very good, almost Doom3-like quality and I don't get much lag.

-Characters look way, way, way better and the weapons are very detailed.

-Maps are quite detailed and the music is good.

-Weapon sounds are all fitting.

-The menu and everything else looks very detailed and Tiberian Sun-ish.

-Weapon 1st person hand animations are well-done.

---Negative---

-I don't like pressing Q to use the sniper rifle, and the scope is cluttered with too much shit.

-GDI is way too overpowered, especially the Jumpjet Infantry.

-Glitch! If you click twice really fast, you can fire off two shots with the Ghost Stalker's rail gun.

-On some maps, you can see into the void or see where the terrain ends when flying.

-The grenade launcher for the cadre rifle has a back model that someone forgot to remove, I guess. It looks stupid.

-Why do the flamethrower bullets make the screen shake? :/

-Mutant characters are too hard to kill in Tiberium.

Overall, I like it for what it is right now despite some minor problems. I can't wait for the full version of Reborn. Only 2 or 3 more years hopefully!

Subject: Re: Reborn Infantry Beta
Posted by IronWarrior on Wed, 27 Feb 2008 04:09:38 GMT
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Oh look scrin is already hexing up Reborn, how long till we see tracers and crap.

Subject: Re: Reborn Infantry Beta
Posted by GEORGE ZIMMER on Wed, 27 Feb 2008 04:46:01 GMT
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IN BEFORE EVERYONE SUCKING SCRIN'S DICK TO GET A REALLY SIMPLE RADAR HUD FOR REBORN.

Also, excellent job, Reborn team. I do suggest reducing the jumpjet's speed, and also balencing out the ghost stalker a bit. He can take out a cyborg commando fairly easily, or end in a draw. That's completely unfair considering Cyborg Commando costs 3,000 compared to 1,750.

Subject: Re: Reborn Infantry Beta

Posted by Canadacdn on Wed, 27 Feb 2008 06:29:41 GMT
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New thought: The rockets should be homing, like in Tiberian Sun. This would make it much easier for Nod to kill Jumpjets.

Subject: Re: Reborn Infantry Beta
Posted by GEORGE ZIMMER on Wed, 27 Feb 2008 08:20:08 GMT
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I suggested that ingame, and alot of people shot it down... A few people even said that's not how rockets were in TS . But yeah, that'd be handy.

Subject: Re: Reborn Infantry Beta
Posted by reborn on Wed, 27 Feb 2008 08:33:28 GMT
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Goztow wrote on Tue, 26 February 2008 16:58

The MP gaming server has terrible pings, btw: 2000 + .

Really weird, that server hosted renegade games of 60 players before, and players did warp allot last night when it first went up. Don't know how it was through the night.

To be fair, my ping was actually 200-250, I checked and most other players had similar pings. The SFPS was a constant 60, i'm not sure why we was experiancing that.

It maybe because I was running it with SSGM, all the other server's seemed to be running it using the normal client scripts.dll. I will experiment tonight (if my reformat goes well) and see what I can do. The hardware should be more then capable fo a 30 player server. That's all it was running.. Nothing else.

Oh, and I will make sure I remember to bring up any issues with your servers for everyone else too

Subject: Re: Reborn Infantry Beta
Posted by Goztow on Wed, 27 Feb 2008 08:37:52 GMT
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Apoligies, the ping did go down afterwards to around 200-260 (which is still quite bad but playable).

The reason for my intervention here is that MP-gaming was the only reborn server availlable at that moment and it was acting up very badly. I'm happy that these things got solved.

Subject: Re: Reborn Infantry Beta
Posted by nopol10 on Wed, 27 Feb 2008 09:32:36 GMT
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Holy shit! I saw this too late but good work anyway!

Subject: Re: Reborn Infantry Beta
Posted by Starbuzz on Wed, 27 Feb 2008 09:37:22 GMT
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Awesome stuff!

Subject: Re: Reborn Infantry Beta
Posted by Dover on Wed, 27 Feb 2008 09:46:50 GMT
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Congrats! Reborn delivers, finally!
That said, full version or GTFO.

Subject: Re: Reborn Infantry Beta
Posted by Starbuzz on Wed, 27 Feb 2008 09:47:42 GMT
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Yeah, the vehicles would be awesome. But many more years to wait!

Subject: Re: Reborn Infantry Beta
Posted by Scrin on Wed, 27 Feb 2008 10:21:28 GMT
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i very like menu music (Speeder.mp3), pls make it longer and more TS style

Renardin6 wrote on Tue, 26 February 2008 20:00yeah, why did you add the wired look?

by the way boss, its stealth effect
and im gona redone my radar for cabal style ok?

Subject: Re: Reborn Infantry Beta
Posted by reborn on Wed, 27 Feb 2008 11:37:52 GMT
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Goztow wrote on Wed, 27 February 2008 03:37Apoligies, the ping did go down afterwards to

---

around 200-260 (which is still quite bad but playable).

The reason for my intervention here is that MP-gaming was the only reborn server availlable at that moment and it was acting up very badly. I'm happy that these things got solved.

No worries, turns out it was a simple mistake...

Both myself and Oxi was logged into the server at the same time, we had alt-tabbed out and were constantly checking files etc etc whilst setting everything up, but apparently the both of us logged into a session was causing the warping and crap.

With us logged out of the sessions it was running smooth
Thank fuck for that tbh, I was worried that the FDS was going to be a total resource whore.

Subject: Re: Reborn Infantry Beta
Posted by crazfulla on Wed, 27 Feb 2008 13:18:40 GMT
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WOW. Simply amazing. Only the infantry have been released and every retard starts jumping over the moon. Do you not find it somewhat disappointing that after what, 4-5 years of constant hype and numerous false release dates they only release HALF the mod?

Dante wrote in his dumb postThe day everyone has been waiting for has arrived.

My arse it has. That day = full release.

Subject: Re: Reborn Infantry Beta
Posted by Lone0001 on Wed, 27 Feb 2008 13:19:20 GMT
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Canadacdn wrote on Tue, 26 February 2008 20:37-GDI is way too overpowered, especially the Jumpjet Infantry.

I was thinking nod was more overpowered.

Subject: Re: Reborn Infantry Beta
Posted by sadukar09 on Wed, 27 Feb 2008 13:28:30 GMT

Bugs: Mult-Missile still explodes like a Nuclear Strike Beacon. Multi-Missile Beacon HUD part is a gun.

Subject: Re: Reborn Infantry Beta
Posted by trooprm02 on Wed, 27 Feb 2008 14:43:13 GMT

Wow...2 AMAZING mods released in the same week? Its been a busy 6th year for Renegade, and Im happy to see it

Bad for me is ive been busy all week and probably wont get a chance to play this until the weekend, thanks ALOT reborn team for your dedication!

Subject: Re: Reborn Infantry Beta
Posted by JPNOD on Wed, 27 Feb 2008 14:48:10 GMT

crazfulla wrote on Wed, 27 February 2008 08:18WOW. Simply amazing. Only the infantry have been released and every retard starts jumping over the moon. Do you not find it somewhat disappointing that after what, 4-5 years of constant hype and numerous false release dates they only release HALF the mod?

Dante wrote in his dumb postThe day everyone has been waiting for has arrived.

My arse it has. That day = full release.

That fact that they spend dozens of there free time? In this mod without getting paid for it, that doesn't count for you?

Have you ever played the 2003 release and see what it's like now?

Hell, I had to update my DirectX and whatnot to get it to work.

Not only graphical has Reborn gone beyond the edge. The buildings , inf ecta looks alot better and without those bugs of being able to walk trough buildings.

Anyone who isn't a computer geek can install Reborn now. I think that's a plus too.

If EA would have made it i'm sure they wouldn't have done a better job.

Also there is various of Youtube video's where it does show tanks, So I assume they have tanks but it's just not ready to be released yet..

I'd rather wait for this mod to be a Renegade 2 then wait for EA to create a Renegade 2 that will never see the light of day.

Subject: Re: Reborn Infantry Beta
Posted by JPNOD on Wed, 27 Feb 2008 14:51:33 GMT
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trooprm02 wrote on Wed, 27 February 2008 09:43Wow...2

Bad for me is ive been busy all week and probably wont get a chance to play this until the weekend, thanks ALOT reborn team for your dedication!

Most of the time I don't agree with you but for this one:
Amen to that Troop.

Subject: Re: Reborn Infantry Beta
Posted by Caveman on Wed, 27 Feb 2008 16:01:55 GMT
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Nice release, however, I am wondering how come the reborn I played like 6months ago (Reborn 0045 or 0046 I can't remember what the build was) had tanks and this one doesnt? I remember using a stank and a Titan.

Just finished downloading this release I look forward to playing it a bit later on this evening.

Subject: Re: Reborn Infantry Beta
Posted by GEORGE ZIMMER on Wed, 27 Feb 2008 16:29:56 GMT
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That was the old 2003 release then, probably.

Anyways, Reborn is quite win, but needs a few balance changes and various other things patched up. Hoping to see a patch sometime soon.

Subject: Re: Reborn Infantry Beta
Posted by CarrierII on Wed, 27 Feb 2008 16:32:49 GMT
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I'm afraid walking through buildings is back... only slightly though... (Silver thing on HON has no collision, so I can walk through it)

I also found that a jumpjet trooper with enough luck can get beacons into unreachable places... might want to consider making sure you can't place beacons on ledges of Nod PP, as it isn't reachable from the ground at all, example attached.

Finally, a minor texture glitch on BeachFront (Using an ATI HD 2600)

Otherwise I'm very happy with this, I'm sure that they'll get vechs out soon.

File Attachments
1) InHONDome.jpg, downloaded 580 times

2) UnfairIon.jpg, downloaded 577 times

3) Untitled.jpg, downloaded 561 times

Cabal8616 wrote on Wed, 27 February 2008 16:29That was the old 2003 release then, probably.

Anyways, Reborn is quite win, but needs a few balance changes and various other things patched up. Hoping to see a patch sometime soon.

No this was the new reborn. It was made last year, About 6-8 months ago.

Subject: Re: Reborn Infantry Beta
Posted by danpaul88 on Wed, 27 Feb 2008 17:45:31 GMT
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Well after 9 solid hours of downloading on a 10mb connection it's reached 66% downloaded.... this better be worth the wait

Anyway, screenies look good, shame about the lack of vehicles though.

Subject: Re: Reborn Infantry Beta
Posted by jimmyny on Wed, 27 Feb 2008 17:50:41 GMT
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danpaul88 wrote on Wed, 27 February 2008 17:45Well after 9 solid hours of downloading on a 10mb connection it's reached 66% downloaded.... this better be worth the wait

Anyway, screenies look good, shame about the lack of vehicles though.

Why the fuck did it take that long. i managed to DL 2 seperate copies within 1 hour...

Subject: Re: Reborn Infantry Beta
Posted by Goztow on Wed, 27 Feb 2008 18:00:08 GMT
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I downloaded it in about 25 mins.

Subject: Re: Reborn Infantry Beta
Posted by CarrierII on Wed, 27 Feb 2008 18:22:19 GMT
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Danpaul, try the game-maps.net mirror, that gave a solid 150KBPS or more for me.

Subject: Re: Reborn Infantry Beta
Posted by danpaul88 on Wed, 27 Feb 2008 18:31:37 GMT
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CarrierII wrote on Wed, 27 February 2008 18:22Danpaul, try the game-maps.net mirror, that gave a solid 150KBPS or more for me.

That is what I am using, and it's still not done. This image is the fastest it's been since about 10 mins after the download started;
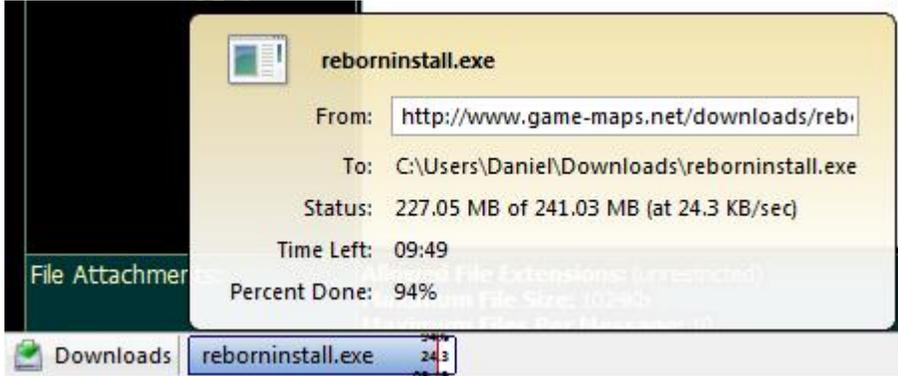
Subject: Re: Reborn Infantry Beta
Posted by Goztow on Wed, 27 Feb 2008 19:24:03 GMT
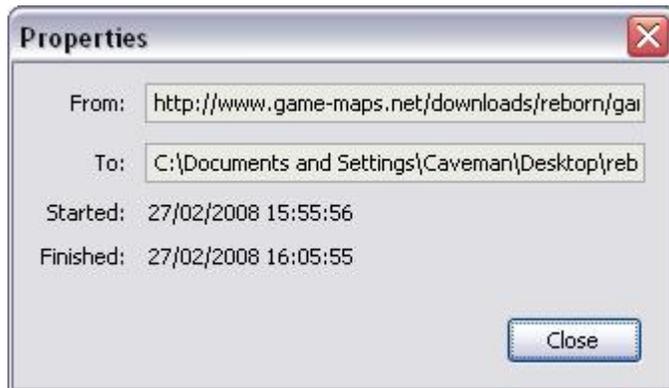View Forum Message <> Reply to Message

Hmmm I got 300+ KB/s from primary download source the moment it got released .

Subject: Re: Reborn Infantry Beta
Posted by Caveman on Wed, 27 Feb 2008 19:26:50 GMT
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Downloaded in no time.

Properties

From: http://www.game-maps.net/downloads/reborn/gal

To: C:\Documents and Settings\Caveman\Desktop\reb

Started: 27/02/2008 15:55:56

Finished: 27/02/2008 16:05:55

[Close]

Subject: Re: Reborn Infantry Beta
Posted by danpaul88 on Wed, 27 Feb 2008 19:28:43 GMT
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Download finally finished, played in LAN for a bit but don't have time to play online yet...

Subject: Re: Reborn Infantry Beta
Posted by reborn on Wed, 27 Feb 2008 20:13:33 GMT
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I downloaded it from the primary source and uploaded it to game-maps to make another mirror using a server box within 4-5 minutes... I wish I had that connection at home

---

Subject: Re: Reborn Infantry Beta
Posted by JPNOD on Wed, 27 Feb 2008 20:52:56 GMT
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I downloaded it in like 30 mins. And it was worth the wait!

Subject: Re: Reborn Infantry Beta
Posted by danpaul88 on Wed, 27 Feb 2008 22:02:31 GMT
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Found a bug, if you climb the right hand ladder (right when facing towards the upstairs area) in the nod PP you get stuck inside the purchase terminal. I had to suicide to move away from that spot. I can't remember which map this was on, but there are only 3 so you should be able to test it pretty quickly.

Also the GDI Vulcan cannons do not seem very responsive, I could stand in almost full view of

---

them and shoot at them and they would not fire back, might need a bit of tweaking.

Other than that I can't say that I found anything massively wrong, although it's a bit odd that lilith (sp?) can heal herself just by shooting at her feet.

EDIT: One other thing actually, jumpjet infantry can place beacons on the roof of things like the tiberium silo / power plant / barracks etc where Nod would have a hard time disarming them, and in some locations it would be impossible to disarm them without some flying infantry of their own. Might need some script zones to prevent beacon deployment in some places.

Subject: Re: Reborn Infantry Beta
Posted by raven on Wed, 27 Feb 2008 22:05:47 GMT
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reborn wrote on Wed, 27 February 2008 14:13I downloaded it from the primary source and uploaded it to game-maps to make another mirror using a server box within 4-5 minutes... I wish I had that connection at home

I wish I had that at home too, lol

Subject: Re: Reborn Infantry Beta
Posted by Canadacdn on Wed, 27 Feb 2008 22:07:54 GMT
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New thoughts: I don't think jumpjets should be allowed to have C4, as they can just drop them all over buildings in places Nod techs wouldn't be able to get to.

Also, if you jump into the fan on top of the Hand of Nod, shouldn't you get killed?

Subject: Re: Reborn Infantry Beta
Posted by danpaul88 on Wed, 27 Feb 2008 22:11:25 GMT
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Canadacdn wrote on Wed, 27 February 2008 22:07Also, if you jump into the fan on top of the Hand of Nod, shouldn't you get killed?

If you stand on top of the fan and plant a beacon it goes through the fan so even if Nod units could

get on the roof of the Hand of Nod to disarm it they wouldn't be able to because the fan's mesh would absorb the repair beam. I assume it's just missing the physical collision option.

Subject: Re: Reborn Infantry Beta
Posted by mrÃ£Ã§Ä·z on Wed, 27 Feb 2008 23:08:26 GMT
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raven wrote on Wed, 27 February 2008 16:05reborn wrote on Wed, 27 February 2008 14:13I downloaded it from the primary source and uploaded it to game-maps to make another mirror using a server box within 4-5 minutes... I wish I had that connection at home

I wish I had that at home too, lol

WTF where did you Download Reborn?

File Attachments
1) WTF_hax.jpg, downloaded 871 times

Subject: Re: Reborn Infantry Beta
Posted by Caveman on Wed, 27 Feb 2008 23:46:15 GMT
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MadRockz wrote on Wed, 27 February 2008 23:08raven wrote on Wed, 27 February 2008 16:05reborn wrote on Wed, 27 February 2008 14:13I downloaded it from the primary source and uploaded it to game-maps to make another mirror using a server box within 4-5 minutes... I wish I had that connection at home

I wish I had that at home too, lol

WTF where did you Download Reborn?

He downloaded it from Renevo.com

Subject: Re: Reborn Infantry Beta
Posted by mrÃ£Ã§Ä·z on Thu, 28 Feb 2008 11:31:38 GMT
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i mean from home computer or where ever

Subject: Re: Reborn Infantry Beta
Posted by Zion on Thu, 28 Feb 2008 11:38:49 GMT
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Played the skirmish for 5 minutes and found two 'bugs'.

The Jump-Jet Infantry firing animation in 3rd person view is at the floor, he shoots at the floor.

Also, the Nod Lazer Turrets needs a smoother targeting system, it's not cool when they just jump around at the target as it locks on every X seconds.

I'll play it for longer and find more, i know i'll find more...

Other than that, and the lack of framerates, it's not bad, not bad at all.

Subject: Re: Reborn Infantry Beta
Posted by trooprm02 on Thu, 28 Feb 2008 14:09:12 GMT
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Zion Fox wrote on Thu, 28 February 2008 05:38Played the skirmish for 5 minutes and found two 'bugs'.

The Jump-Jet Infantry firing animation in 3rd person view is at the floor, he shoots at the floor.

Also, the Nod Lazer Turrets needs a smoother targeting system, it's not cool when they just jump around at the target as it locks on every X seconds.

I'll play it for longer and find more, i know i'll find more...

Other than that, and the lack of framerates, it's not bad, not bad at all.

Did the same and was gonna report those just both just now. About the laser turret things, they can't hit me at all if I use a "the jump glitch" <-MAJOR isssue, maybe already been reported before? Anyway, in a 20min skirmish game, I found a few glitchs/bugs, (only on that freeze map), ill prob get around to making a topic about it on reborn forums. I was VERY surprised when the map loaded, it def doesn't look like the w3d engine...amazingly done! That along with the mod tools and FDS meterials already released and working smoothly? Im quite impressed.

Subject: Re: Reborn Infantry Beta
Posted by danpaul88 on Thu, 28 Feb 2008 14:20:48 GMT
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That reminds me, in future can you make installing the Server components optional, like the LE components? I don't really need a server installing as well, since I have no intention of hosting a server on my home PC.

I know it not exactly taking up a lot of disk space, but it's just a minor thing that bugged me a bit.

Subject: Re: Reborn Infantry Beta
Posted by Goztow on Thu, 28 Feb 2008 15:37:16 GMT
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It was optional when you do "cutom install" (like I did). But i agree that u might want to turn that off in common install.

Subject: Re: Reborn Infantry Beta
Posted by LR01 on Thu, 28 Feb 2008 15:38:55 GMT
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Nice

Subject: Re: Reborn Infantry Beta
Posted by Scrin on Thu, 28 Feb 2008 17:00:21 GMT

damn, i cant join to MP-reborn's server...(all peoples is played there) it says server pending and time out
lets someone help me find out with that problem?

Subject: Re: Reborn Infantry Beta
Posted by danpaul88 on Thu, 28 Feb 2008 18:25:11 GMT

Goztow wrote on Thu, 28 February 2008 15:37It was optional when you do "cutom install" (like I did). But i agree that u might want to turn that off in common install.

I did a custom install, you could disable the LE parts (which I did) but not the server parts, since they were listed under the same item as the core Reborn files.

Subject: Re: Reborn Infantry Beta
Posted by BlueThen on Thu, 28 Feb 2008 20:44:28 GMT

Ok, remove the crappy CNC3 EA logo, and give it the traditional WESTWOOD logo. That'd make me happy.

And in the LE, re-add the large blocker please... I tend to use that object a lot, and it's very useful. :/

Subject: Re: Reborn Infantry Beta
Posted by Dover on Fri, 29 Feb 2008 03:08:20 GMT

Another disapointment. Maybe in a couple few years...

Subject: Re: Reborn Infantry Beta
Posted by Jerad2142 on Fri, 29 Feb 2008 03:16:19 GMT

Originally Blue wrote on Thu, 28 February 2008 13:44Ok, remove the crappy CNC3 EA logo, and give it the traditional WESTWOOD logo. That'd make me happy.

And in the LE, re-add the large blocker please... I tend to use that object a lot, and it's very useful. :/
Agreed, Renegade was made by Westwood, not Eat Artichokes.

Subject: Re: Reborn Infantry Beta
Posted by IronWarrior on Fri, 29 Feb 2008 03:45:59 GMT
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Just for a fun fact, there has been 651 downloads so far for the Reborn: Infantry Beta over at Game-Maps.NET

Thank you for using us.

Subject: Re: Reborn Infantry Beta
Posted by F1r3st0rm on Fri, 29 Feb 2008 04:04:01 GMT
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Yep, I downloaded from game-maps cuz it had a pretty decent download speed. Took me about 7 mins to download reborn

---

Subject: Re: Reborn Infantry Beta
Posted by havoc9826 on Fri, 29 Feb 2008 07:18:00 GMT
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Jerad Gray wrote on Thu, 28 February 2008 19:16Originally Blue wrote on Thu, 28 February 2008 13:44Ok, remove the crappy CNC3 EA logo, and give it the traditional WESTWOOD logo. That'd make me happy.

And in the LE, re-add the large blocker please... I tend to use that object a lot, and it's very useful. :/
Agreed, Renegade was made by Westwood, not Eat Artichokes.
Unfortunately, since EA still owns the rights to the engine, they're the ones who gave permission/rights to the Reborn team to release it as a standalone, and my guess is that EA made it a requirement to include that opening video (correct me if I'm wrong, please).

Subject: Re: Reborn Infantry Beta
Posted by Goztow on Fri, 29 Feb 2008 07:20:42 GMT
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At least you can simply hit escape to skip it, unlike C&C3 (where you need a mod to disable it).

Subject: Re: Reborn Infantry Beta
Posted by trooprm02 on Fri, 29 Feb 2008 13:46:20 GMT
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havoc9826 wrote on Fri, 29 February 2008 01:18Jerad Gray wrote on Thu, 28 February 2008
19:16Originally Blue wrote on Thu, 28 February 2008 13:44Ok, remove the crappy CNC3 EA
logo, and give it the traditional WESTWOOD logo. That'd make me happy.

And in the LE, re-add the large blocker please... I tend to use that object a lot, and it's very useful.
:/
Agreed, Renegade was made by Westwood, not Eat Artichokes.
Unfortunately, since EA still owns the rights to the engine, they're the ones who gave
permission/rights to the Reborn team to release it as a standalone, and my guess is that EA made
it a requirement to include that opening video (correct me if I'm wrong, please).

^^Wrong. Reborn put it in as a sign of good will.

Subject: Re: Reborn Infantry Beta
Posted by Jonty on Sat, 01 Mar 2008 21:51:57 GMT
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It'd be good if it wasn't unbalanced, didn't have all the bugs (people getting stuck in the most
OBVIOUS of places, like putting the silo too close to the PP on some map, I spotted a few errors
in maps etc. I thought this was tested?), and the textures were more consistent (I see high
resolution in some areas it doesn't really matter (outside barracks, for one) and crap textures on
the players.

Also, crappy EA logo is crappy.

Subject: Re: Reborn Infantry Beta
Posted by Starbuzz on Sat, 01 Mar 2008 22:13:47 GMT
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IronWarrior wrote on Thu, 28 February 2008 21:45Just for a fun fact, there has been 651
downloads so far for the Reborn: Infantry Beta over at Game-Maps.NET

Thank you for using us.

Hehe...I am downloading it right now! 9 minutes left...it's going pretty fast on a 18.0 Mbps Linksys
wireless connection. Around 25-30 minutes.

Can't wait to play but I am gonna run around in LAN for a bit to familiarize myself.

EDIT:

DOWNLOAD OVER!
Damn this is so amazing. I will be on this the whole night.

Subject: Re: Reborn Infantry Beta
Posted by GEORGE ZIMMER on Sat, 01 Mar 2008 23:40:56 GMT
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Some pretty big bugs that NEED to be fixed are the cyborg point glitch (Cyborgs and Cyborg commando give 0.5 points per damage, cyborg gives 500 upon death, CC gives 450), and the fact that JJ's can ion in places engineers/technicians can't get to. I'd say those are priority. More than half the reason why Nod loses is because cyborgs give too many points, or because they can't use cyborgs which are excellent against JumpJet's.

Subject: Re: Reborn Infantry Beta
Posted by JPNOD on Sun, 02 Mar 2008 13:48:21 GMT
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Jumpjets are easy to take out with the black-hand aswell.

I actually won with a Nod team last time (basekill).

The mod is great, it does need a patch which should involve alot of fixes/balance issues. (GDI is going to win every game if teams are evenly matched) and once the tanks are in this mod is going to be one to stay.

Subject: Re: Reborn Infantry Beta
Posted by genetix on Mon, 03 Mar 2008 05:35:24 GMT
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I tried playing and got a message saying my direct x was old... Guess I need to go download the new one. I thought I had the newest but oh well.

Subject: Re: Reborn Infantry Beta
Posted by Reinhartx on Tue, 04 Mar 2008 05:15:24 GMT
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i seem to haf a problem with playing it....this is how it looks like when im playing....any1 help?

```
File Attachments
1) Untitled.jpg, downloaded 540 times
```

```
                                                        Team    Score
[MPBR] cronus194 has requested to change teams! Nod can use !swap to swap with him/her!   6 GDI  245
NodGuy: i can not help sorry                                                              5 Nod   80
reinhartx: ok
                                                        Player   Score
                                                    1. MrBomb      169
                                                    2. OpeK         66
                                                    3. slkbird      61
                                                    4. CommanderCody 1
                                                    5. cronus194      6
                                                    6. Assault2k      2
                                                    7. nrwcmd001      0
                                                    8. cronicEMD      0
                                                    9. NodGuy        0
                                                   10. hippykill     0
                                                   11. reinhartx     0

                                    Hand Of Nod

       SE

       +125
          050
                                Credits: 308
                                Time Remaining: 00:28:46
                                                        100

                                                        Gau 3 Puls
```

Subject: Re: Reborn Infantry Beta
Posted by Dover on Tue, 04 Mar 2008 08:34:24 GMT
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Anyone have favorite bugs? Mine is the rapid-firing rail gun on the ghost stalker. It's great to take out silos in about 20 seconds without reloading or using any ammo.

Subject: Re: Reborn Infantry Beta
Posted by Reaver11 on Tue, 04 Mar 2008 11:05:17 GMT
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Dover wrote on Tue, 04 March 2008 02:34Anyone have favorite bugs? Mine is the rapid-firing rail gun on the ghost stalker. It's great to take out silos in about 20 seconds without reloading or using any ammo.

The jumpjet gun, if you look correctly it is always facing the ground under you and yet it shoots straight forwart.

Or the nod rocket soldier that holds his bazooka with one hand ^^

Subject: Re: Reborn Infantry Beta
Posted by GEORGE ZIMMER on Tue, 04 Mar 2008 20:25:02 GMT
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Dover wrote on Tue, 04 March 2008 02:34Anyone have favorite bugs? Mine is the rapid-firing rail gun on the ghost stalker. It's great to take out silos in about 20 seconds without reloading or using any ammo.
I lol'd. Did you even play Reborn? You'd notice that only ONE of those shots actually do damage
.

Subject: Re: Reborn Infantry Beta
Posted by Dover on Tue, 04 Mar 2008 23:40:33 GMT
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Cabal8616 wrote on Tue, 04 March 2008 12:25Dover wrote on Tue, 04 March 2008 02:34Anyone have favorite bugs? Mine is the rapid-firing rail gun on the ghost stalker. It's great to take out silos in about 20 seconds without reloading or using any ammo.
I lol'd. Did you even play Reborn? You'd notice that only ONE of those shots actually do damage
.

What I noticed was the Nod silo's HP go from 3/4 to 1/4 in about four seconds.