
Subject: REBORN

Posted by [anant](#) on Mon, 08 Dec 2008 06:09:42 GMT

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Please post any reborn skins you have or know of.
Thought it would be cool to see wich ones are available

Subject: Re: REBORN

Posted by [slosha](#) on Tue, 09 Dec 2008 05:33:30 GMT

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fourth page & scroll down till "Reborn Engineer"

<http://www.renegadeforums.com/index.php?t=msg&th=30971&start=75&rid=24209>

Subject: Re: REBORN

Posted by [anant](#) on Tue, 09 Dec 2008 06:54:24 GMT

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got that one, and reborn GDI and NOD soldier

Subject: Re: REBORN

Posted by [Di3HardNL](#) on Tue, 09 Dec 2008 08:07:52 GMT

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I have a pack with some reborn stuff in it. It contains some weapons and characters.

here downloadlink

http://www.2shared.com/file/4422268/cffa3913/Reborn_Stuff.html

Subject: Re: REBORN

Posted by [anant](#) on Tue, 09 Dec 2008 22:53:55 GMT

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Thanks di3

edit: link broken for me, can i have a .zip file?

Subject: Re: REBORN
Posted by [Vancer2](#) on Sat, 13 Dec 2008 00:33:01 GMT
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could u give the sound for hte Reborn
Chaingun plz??

Subject: Re: REBORN
Posted by [GEORGE ZIMMER](#) on Sat, 13 Dec 2008 03:39:30 GMT
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hey guys don't mind me just not using XCC mixer or common sense

Subject: Re: REBORN
Posted by [Di3HardNL](#) on Sat, 13 Dec 2008 08:11:15 GMT
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anant wrote on Tue, 09 December 2008 16:53Thanks di3

edit: link broken for me, can i have a .zip file?

its working

i bet you dont know where to click in the downloadpage..


look my screenshot

File Attachments

1) [screenshot.PNG](#), downloaded 363 times

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Subject: Re: REBORN

Posted by [IronWarrior](#) on Sat, 13 Dec 2008 12:14:26 GMT

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<http://reborn.game-maps.net/>

Please remember that Game-Maps.NET supports Renegade, A Path beyond and Reborn and lots of other games.

Subject: Re: REBORN

Posted by [Di3HardNL](#) on Sat, 13 Dec 2008 16:41:22 GMT

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IronWarrior wrote on Sat, 13 December 2008 06:14<http://reborn.game-maps.net/>

Please remember that Game-Maps.NET supports Renegade, A Path beyond and Reborn and lots of other games.

oops i thought he wanted reborn stuff to use in renegade

Subject: Re: REBORN

Posted by [anant](#) on Sat, 13 Dec 2008 21:27:46 GMT

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lol di3, you know me too well

Subject: Re: REBORN

Posted by [Vancer2](#) on Sun, 14 Dec 2008 00:38:49 GMT

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Dude i want reborn skins for use in Renegade D:

Subject: Re: REBORN

Posted by [anant](#) on Sun, 14 Dec 2008 01:39:33 GMT

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see above post by di3

Subject: Re: REBORN

Posted by [Vancer2](#) on Sun, 14 Dec 2008 18:34:44 GMT

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I know about those skins but i want the skins from the Reborn shotgun, Ramjet, and the proxy mines and the others to play with in Renegade

Subject: Re: REBORN

Posted by [Vancer2](#) on Sun, 14 Dec 2008 19:08:52 GMT

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Um okay I opened XCC mixer and opened Always.dat. I found the files for textures of the weapons but im not sure how to apply them to Renegade, Is it as simple as just extracting and putting in Renegade Data folder, or does it require something else?

Subject: Re: REBORN

Posted by [samous](#) on Sun, 14 Dec 2008 19:14:55 GMT

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Vancer2 wrote on Sun, 14 December 2008 11:08Um okay I opened XCC mixer and opened Always.dat. I found the files for textures of the weapons but im not sure how to apply them to Renegade, Is it as simple as just extracting and putting in Renegade Data folder, or does it require something else?

just as simple as that .

Subject: Re: REBORN

Posted by [anant](#) on Sun, 14 Dec 2008 20:52:47 GMT

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okay,

this is what i did

open up 2 renegade data folders.

open 1 into the reborn folder.

and then double click it.

there will be folders with chars,weapons,etc

double click a folder, then double click a file in the next folder

CUT it out and the paste in the OTHER data folder. contiune to do this until done-warning, if u dont delete the folder you have cut and pasted you may end up cutting it too many times and repeating yourself.

Subject: Re: REBORN

Posted by [samous](#) on Mon, 15 Dec 2008 00:57:23 GMT

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why cut, u should copy and past. then u allways have a backup.

Subject: Re: REBORN

Posted by [slosha](#) on Mon, 15 Dec 2008 01:52:42 GMT

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IronWarrior wrote on Sat, 13 December 2008 06:14<http://reborn.game-maps.net/>

Please remember that Game-Maps.NET supports Renegade, A Path beyond and Reborn and lots of other games.

you sound like a "terms of service"/warranty

i hate people that try to sound like that

Subject: Re: REBORN
Posted by [samous](#) on Mon, 15 Dec 2008 03:03:34 GMT
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well thats prejudice.

Subject: Re: REBORN
Posted by [slosha](#) on Tue, 16 Dec 2008 05:21:39 GMT
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Vancer2 wrote on Sun, 14 December 2008 13:08Um okay I opened XCC mixer and opened Always.dat. I found the files for textures of the weapons but im not sure how to apply them to Renegade, Is it as simple as just extracting and putting in Renegade Data folder, or does it require something else?

so if its as easy as that.. y do we need scrin to release reborn skins

Subject: Re: REBORN
Posted by [anant](#) on Tue, 16 Dec 2008 05:51:09 GMT
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beacuse scrin does not skin, he fuckin...words cant describe his kill work!

Subject: Re: REBORN
Posted by [GEORGE ZIMMER](#) on Tue, 16 Dec 2008 06:14:41 GMT
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Yep, stolen work is pretty damn great!

Subject: Re: REBORN
Posted by [ErroR](#) on Wed, 17 Dec 2008 14:59:49 GMT
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u mean <http://reborn.game-maps.net/> ?

Subject: Re: REBORN
Posted by [Vancer2](#) on Fri, 19 Dec 2008 00:36:14 GMT
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anant wrote on Sun, 14 December 2008 13:52okay,
this is what i did

open up 2 renegade data folders.
open 1 into the reborn folder.
and then double click it.
there will be folders with chars,weapons,etc
double click a folder, then double click a file in the next folder
CUT it out and the paste in the OTHER data folder. contiune to do this until done-warning, if u
dont delete the folder you have cut and pasted you may end up cutting it too many times and
repeating yourself.

i dont quite understand what u mean open 1 into the reborn folder???? I have trouble
understanding sentences like this

Subject: Re: REBORN
Posted by [Vancer2](#) on Sat, 20 Dec 2008 16:44:16 GMT
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OK I copied and pasted the files I extracted from Reborn's always.dat, but nothing happened. Do i
have to rename them too?

Subject: Re: REBORN
Posted by [Vancer2](#) on Sun, 21 Dec 2008 20:51:54 GMT
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How Do i Get them to work do I have to rename them????

Subject: Re: REBORN
Posted by [Di3HardNL](#) on Sun, 21 Dec 2008 21:33:34 GMT
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Let me try to explain to you, for example when you want to use Reborn's weapons.

Reborn and Renegade use different weapon models, normally you would have to open the
models from reborn in RenX and then export it again as the file for a weapon in Renegade (that is
because you can't manually rename the file)

Also a possibility is to do it with HexEditor, you have to replace the names. I don't know exactly
how to do it anymore, but I am sure if GenBlacky reads this that he probably could explain

But there are a couple of weapons in Reborn and Renegade that use the same names but are
different models. Now this is easy because you could simply copy the file from Reborn (by using
XCCMixer) to your Renegade data.

Make sure you also copy the textures used for this model to your renegade data folder (Look them

up in w3dviewer).

If you need more help ask me

Subject: Re: REBORN

Posted by [Di3HardNL](#) on Sun, 21 Dec 2008 22:50:55 GMT

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Here a sample. Reborn's C4 models have the same name as in Renegade.

Simply find the files and copy them to your folder.

I'd say : Thank you Reborn team ^^

And I could upload these C4 if no one objects.

Subject: Re: REBORN

Posted by [LiL KiLLa](#) on Sun, 21 Dec 2008 23:03:21 GMT

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and how can I change the hud weapons??

Subject: Re: REBORN

Posted by [Di3HardNL](#) on Mon, 22 Dec 2008 15:51:13 GMT

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Thats some hud textures which i also copy'd from reborn. Had to rename them to renegade ones tho.

Subject: Re: REBORN

Posted by [LiL KiLLa](#) on Mon, 22 Dec 2008 15:53:09 GMT

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not more than rename o.O

Subject: Re: REBORN

Posted by [mrÃÄÃÄÅÄ-z](#) on Mon, 22 Dec 2008 15:57:43 GMT

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Cant wait to see Renardins face till he see that topic lol

Subject: Re: REBORN

Posted by [Di3HardNL](#) on Mon, 22 Dec 2008 16:14:19 GMT

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Well if you ask me we are actually promoting the mod. People will think these models look so kick-ass that they decide to download Reborn and check out all other stuff which is used in it

You're welcom renardin

Subject: Re: REBORN

Posted by [Vancer2](#) on Mon, 22 Dec 2008 21:46:32 GMT

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Thx Reborn Team

Subject: Re: REBORN

Posted by [Vancer2](#) on Mon, 22 Dec 2008 22:42:00 GMT

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Sweet i got the c4 from reborn, but The remote skin only works in 1st person and the proxy if i aim right it goes into the ground like a wedge. what files to i need? Next i want the shotgun can i have the names of the files i need plz

Subject: Re: REBORN

Posted by [LiL KiLLa](#) on Mon, 22 Dec 2008 22:59:54 GMT

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w_shot.w3d

open the file in W3Dview and look which textures it use...

Subject: Re: REBORN

Posted by [Vancer2](#) on Mon, 22 Dec 2008 23:06:30 GMT

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Could someone perhaps make the Nod Rifle skin and the tiberium Rifle skin plz
I got the Shotgun But i want the shotshell ejection and weapon animation what do i need to do that?

I got the Animations in but I want the shotgun shell to eject and fro mthe right place what do i have to do there???

Subject: Re: REBORN

Posted by [Vancer2](#) on Tue, 23 Dec 2008 11:09:52 GMT

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Sorry for so many posts. But I want to extract the Nod Heavy Sniper Rifle, I can get the files but i dont know how to get the reload animations but i notices files starting with "ha_" do these control the hand placements and reloads anims?
