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Subject: C&C Reborn Beta

Posted by [sadukar09](#) on Tue, 06 Jul 2010 20:05:55 GMT

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It is the time all C&C fans have been waiting for! I give you, C&C Reborn BETA! This beta contain three maps with fully equipped bases. Vehicles such as Devil's Tongue, Sub. APC, Mammoth MK. II, and aircrafts such as Banshee, Orca Bombers are all included! So don't wait for it, download now!

Enjoy your AIDS.

Instructions:

1. Download the zipped file.
2. Copy your C&C Renegade folder (so you'd have two, rename it Reborn)
3. Unzip the folder contents into your NEW C&C Reborn folder, overwrite files when prompted.
4. Game.exe has not been fixed with no-cd, Renegade Game CD is required for play.

Note: Remove Renegade Resurrection from your copied Renegade folder, it interferes with the Game.exe from the Beta.

DOWNLOAD

Warning: Win98 users \*may\* encounter some problems. Please do not try. lol2003tech.

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Subject: Re: C&C Reborn Beta

Posted by [R315r4z0r](#) on Tue, 06 Jul 2010 20:43:20 GMT

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O\_o ??

Beta leak?

I'm afraid to click the link and download to find out myself.

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Subject: Re: C&C Reborn Beta

Posted by [Herr Surth](#) on Tue, 06 Jul 2010 20:47:44 GMT

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I don't want to enjoy my aids.

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Subject: Re: C&C Reborn Beta  
Posted by [danpaul88](#) on Tue, 06 Jul 2010 22:20:16 GMT  
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Hmm, never mind, apparently this is the 2003 version. Still, it's not funny.

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Subject: Re: C&C Reborn Beta  
Posted by [Zion](#) on Tue, 06 Jul 2010 22:55:50 GMT  
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Already have several copies of it.

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Subject: Re: C&C Reborn Beta  
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 07 Jul 2010 07:17:03 GMT  
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Speaking of which... what happened to the Reborn website? I'm getting errors...

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Subject: Re: C&C Reborn Beta  
Posted by [Renardin6](#) on Wed, 07 Jul 2010 07:36:09 GMT  
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The domain provider fucked up with our configuration and redirect to [www.cncsaga.com](http://www.cncsaga.com).

It will be fixed soon.

---

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Subject: Re: C&C Reborn Beta  
Posted by [Goztow](#) on Wed, 07 Jul 2010 07:36:53 GMT  
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Funny: exodus seem to have the same problem.

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Subject: Re: C&C Reborn Beta  
Posted by [Renardin6](#) on Wed, 07 Jul 2010 08:37:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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The problem was coming from CnCSaga Hosting server.

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All is fixed now.

<http://www.cncreborn.eu>

<http://www.cncrebornmod.com>

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**Subject: Re: C&C Reborn Beta**

Posted by [Zion](#) on Wed, 07 Jul 2010 08:54:13 GMT

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Renardin6 wrote on Wed, 07 July 2010 09:37The problem was coming from CnCSaga Hosting server.

All DNS is fixed now.

<http://www.cncreborn.eu>

<http://www.cncrebornmod.com>

I think you're forgetting that your ModDB Info link doesn't do anything other than show a page saying it's not allowed, and many links in the forums referring to 'gamespy.com' don't actually link anywhere, except to a common DNS search engine.

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**Subject: Re: C&C Reborn Beta**

Posted by [Renardin6](#) on Wed, 07 Jul 2010 09:11:59 GMT

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gamespy hosting is gone since 2009. We did news for that. Do you actually think I will update every posts in a forum for that?

Anyway, what links on the websites are broken?

[www.cncreborn.moddb.com](http://www.cncreborn.moddb.com) should be fixed soon.

Edit: I found one: staff page

<http://www.cncreborn.eu/forum3/memberlist.php?mode=group&g=3>

I will do that tonight and make a full check-up.

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**Subject: Re: C&C Reborn Beta**

Posted by [Zion](#) on Wed, 07 Jul 2010 11:41:21 GMT

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The gamespy links were in news topics. I wanted to see how the mod was getting on, but apparently I can't.

---

Subject: Re: C&C Reborn Beta

Posted by [kill](#) on Thu, 08 Jul 2010 00:22:27 GMT

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---

i like how u spelled rebarn instead of reborn

---

Subject: Re: C&C Reborn Beta

Posted by [Tupolev TU-95 Bear](#) on Thu, 08 Jul 2010 12:06:16 GMT

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---

kill wrote on Thu, 08 July 2010 01:22i like how u spelled rebarn instead of reborn  
Unrelated post

Also its dont recommended if you play this 2003 version because i heard it leds to reformatting your PC

---

Subject: Re: C&C Reborn Beta

Posted by [Zion](#) on Thu, 08 Jul 2010 12:08:43 GMT

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kill wrote on Thu, 08 July 2010 01:22i like how u spelled rebarn instead of reborn

C&C Reborn - The Ultimate Barn Experience™

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Subject: Re: C&C Reborn Beta

Posted by [saberhawk](#) on Thu, 08 Jul 2010 12:21:16 GMT

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Unrelated post

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If you are running Windows 98 in this day and age, having your drive formatted by the uninstaller

---

is the least of your concerns.

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Subject: Re: C&C Reborn Beta

Posted by [Tupolev TU-95 Bear](#) on Thu, 08 Jul 2010 14:04:08 GMT

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Saberhawk wrote on Thu, 08 July 2010 13:21Phase-transport wrote on Thu, 08 July 2010 08:06kill wrote on Thu, 08 July 2010 01:22i like how u spelled rebarn instead of reborn  
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So really i can just play the 2003 on my win7 laptop and it wont screw it up? SWEET but it requires us to put the CD in

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Subject: Re: C&C Reborn Beta

Posted by [saberhawk](#) on Thu, 08 Jul 2010 18:35:31 GMT

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Phase-transport wrote on Thu, 08 July 2010 10:04Saberhawk wrote on Thu, 08 July 2010 13:21Phase-transport wrote on Thu, 08 July 2010 08:06kill wrote on Thu, 08 July 2010 01:22i like how u spelled rebarn instead of reborn  
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So find a Renegade no-cd patch and use it. There aren't really any special modifications to game.exe that'd prevent you from playing that version of Reborn.

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Subject: Re: C&C Reborn Beta

Posted by [Renardin6](#) on Wed, 14 Jul 2010 09:06:36 GMT

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yeah Reborn 2003 worked perfectly for me on Win XP, Vista and Seven. I never tried it on Win98 so I can't tell for the format stuff, but this looks like a big joke.

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I still want that Darkangel adds the physics and settings of the attack cycle of that version of Reborn to the new one, it was just awesome.

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Subject: Re: C&C Reborn Beta  
Posted by [sadukar09](#) on Wed, 14 Jul 2010 18:05:22 GMT  
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Seems like none of you foo's found my easter egg.

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Subject: Re: C&C Reborn Beta  
Posted by [halo2pac](#) on Thu, 15 Jul 2010 05:25:42 GMT  
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I thought this came out like 7 years ago?

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Subject: Re: C&C Reborn Beta  
Posted by [Omar007](#) on Thu, 15 Jul 2010 09:28:44 GMT  
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halo2pac wrote on Thu, 15 July 2010 07:25I thought this came out like 7 years ago?  
Obviously yea  
Its from 2003 and its now 2010

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Subject: Re: C&C Reborn Beta  
Posted by [halo2pac](#) on Fri, 16 Jul 2010 18:51:24 GMT  
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then why the hell was this posted? (I might just be a bit slow).  
If it came out 7 years ago... and it was announced, released, and hyped.... all done with by 6 and a half years ago... just doesn't make sense...

unless this is an update?

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Subject: Re: C&C Reborn Beta  
Posted by [Starbuzz](#) on Fri, 16 Jul 2010 19:00:44 GMT  
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it was just sadukar trolling.

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Subject: Re: C&C Reborn Beta  
Posted by [Tupolev TU-95 Bear](#) on Fri, 16 Jul 2010 19:00:48 GMT  
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---

halo2pac wrote on Fri, 16 July 2010 19:51 then why the hell was this posted? (I might just be a bit slow).

If it came out 7 years ago... and it was announced, released, and hyped.... all done with by 6 and a half years ago... just doesn't make sense...

unless this is an update?

No update, this is for those who are an impatient bastard and demands the full reborn with tanks in.

But for the meantime this is available for now

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Subject: Re: C&C Reborn Beta  
Posted by [sadukar09](#) on Fri, 16 Jul 2010 19:25:48 GMT  
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Starbuzz wrote on Fri, 16 July 2010 14:00 it was just sadukar trolling.  
so i found this shit so you can reborn while you rage for reborn.

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Subject: Re: C&C Reborn Beta  
Posted by [Starbuzz](#) on Fri, 16 Jul 2010 19:45:41 GMT  
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sadukar09 wrote on Fri, 16 July 2010 14:25 Starbuzz wrote on Fri, 16 July 2010 14:00 it was just sadukar trolling.

so i found this shit so you can reborn while you rage for reborn.

allright sorry man!

Only reason I didn't download this was I heard it was supposed to be very glitchy? The only Reborn I ever tried was the infantry beta that was released 2 or so years ago.

FINE! I will give this a go then.

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Subject: Re: C&C Reborn Beta  
Posted by [Stefan](#) on Fri, 16 Jul 2010 20:08:47 GMT  
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U mad?

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Subject: Re: C&C Reborn Beta  
Posted by [Dover](#) on Fri, 16 Jul 2010 21:27:00 GMT  
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halo2pac wrote on Fri, 16 July 2010 11:51then why the hell was this posted? (I might just be a bit slow).

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unless this is an update?

This is just to remind you that reborn is just the same vaporware it was seven years ago, despite all the hype it's gotten between then and now.

Really, it wouldn't be so bad if the developers just admitted it and said "Yeah, we've got our thumbs in our asses and aren't really doing much else" or said "Yeah, we're too busy doing important real-life things like snorting coke. We can't be bothered to work on that shitty mod". What makes them targets for this kind of ridicule is that they pretend like the release is just around the corner.

At least when Blizzard releases things Soon™, they actually deliver eventually, and it's actually well worth the wait.

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Subject: Re: C&C Reborn Beta  
Posted by [GEORGE ZIMMER](#) on Fri, 16 Jul 2010 22:20:13 GMT  
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like starcraft ghost

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Subject: Re: C&C Reborn Beta  
Posted by [R315r4z0r](#) on Sat, 17 Jul 2010 00:14:36 GMT  
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Dover wrote on Fri, 16 July 2010 17:27halo2pac wrote on Fri, 16 July 2010 11:51then why the hell was this posted? (I might just be a bit slow).

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There is a difference between not releasing something because it is incomplete and not releasing something because they aren't allowed to.

Reborn is the ladder.

Reborn, just like the next version of APB, uses scripts 4.0. Scripts 4.0 is the property of Tiberian Technologies. If Reborn was to release a public version of the mod in the current state that it is in, then they would be going over the heads of the guys at TT; basically leaking the private build of scripts 4.0.

The bottom line is this:

Reborn cannot be released until Tiberian Technologies release scripts 4.0 first. Even if Reborn is completely finished and polished beyond perfect; if scripts 4.0 isn't released publicly, then neither Reborn or APB can be released.

And before you ask: no. Reverting the current build off of scripts 4.0 is not going to happen.

---

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Subject: Re: C&C Reborn Beta

Posted by [sadukar09](#) on Sat, 17 Jul 2010 00:35:10 GMT

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And before you ask: no. Reverting the current build off of scripts 4.0 is not going to happen. That is why the Reborn team should've thought it through before they released the infantry beta, keep releasing incremental patches/vehicle beta to keep the masses happy ala Cold Fusion of APB.

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Subject: Re: C&C Reborn Beta

Posted by [snpr1101](#) on Sat, 17 Jul 2010 02:31:34 GMT

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R315r4z0r wrote on Fri, 16 July 2010 19:14Dover wrote on Fri, 16 July 2010 17:27halo2pac wrote on Fri, 16 July 2010 11:51then why the hell was this posted? (I might just be a bit slow). If it came out 7 years ago... and it was announced, released, and hyped.... all done with by 6 and a half years ago... just doesn't make sense...

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I remember when I thought the word was ladder, too.

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Subject: Re: C&C Reborn Beta

Posted by [Dover](#) on Sat, 17 Jul 2010 06:33:33 GMT

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GEORGE ZIMMER wrote on Fri, 16 July 2010 15:20like starcraft ghost

That wasn't being developed by Blizzard. Only licensed. It was canceled because the game was shit-tastic and they fired the faggots they hired to make the game.

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Then they should have released it seven god damn years ago before scripts 4.0 or TT were even figments of anybody's imagination. That worn out excuse might explain why it isn't being released tonight, but it doesn't explain why it wasn't released at any point in the past five years.

---

Subject: Re: C&C Reborn Beta

Posted by [Stefan](#) on Mon, 19 Jul 2010 12:25:07 GMT

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starcraft ghost

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We owe you nothing. We don't care if some e-fag has the need of ridiculing our mod. We'll release it whenever we fuck we want to. Don't like it? Well, too fucking bad son. We don't give a shit. Go make your own tiberian sun mod if you think can do things better than us.

---

Subject: Re: C&C Reborn Beta  
Posted by [Dover](#) on Tue, 20 Jul 2010 01:13:01 GMT  
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---

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I never said you owed me anything. I'm glad you guys are finally showing some honesty and taking personal responsibility for your lack of results instead of blaming your sloth on TT or scripts 4.0 or some other transparent excuse. Really. I'm proud.

And just as an aside, even if I was in the mod-making business, I wouldn't touch a Tiberian Sun mod. That'd be almost as retarded as making a Red Alert 2 mod.

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Subject: Re: C&C Reborn Beta  
Posted by [R315r4z0r](#) on Tue, 20 Jul 2010 02:04:05 GMT  
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---

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What are you talking about? They have released it before scripts 4.0...

It's called the Reborn Infantry Beta which was released in February of 2007.

That build didn't require scripts 4.0. However, right after it, that's when they starting building with scripts 4.0.

Saying they can't release it because of scripts 4.0 means they can't release it because of scripts 4.0. It's not a scapegoat or an excuse for lack of work. I'm a beta tester and the game is in pretty good condition for playing. DarkAngel even said that once scripts 4.0 goes public, so will Reborn. The release of the mod is hinging on TT, not the Reborn team.

The latest news from the inside says that the only major things needed for the mod is a fix for the underground logic, which is being worked on by, you guessed it, the coders who are working on scriptrs 4.0!

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Posted by [Stefan](#) on Tue, 20 Jul 2010 09:40:44 GMT  
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R315r4z0r wrote on Fri, 16 July 2010 17:14Dover wrote on Fri, 16 July 2010 17:27halo2pac wrote on Fri, 16 July 2010 11:51then why the hell was this posted? (I might just be a bit slow).  
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At least when Blizzard releases things Soon™, they actually deliver eventually, and it's actually well worth the wait.

There is a difference between not releasing something because it is incomplete and not releasing something because they aren't allowed to.

Reborn is the ladder.

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The bottom line is this:

Reborn cannot be released until Tiberian Technologies release scripts 4.0 first. Even if Reborn is completely finished and polished beyond perfect; if scripts 4.0 isn't released publicly, then neither Reborn or APB can be released.

And before you ask: no. Reverting the current build off of scripts 4.0 is not going to happen.

Then they should have released it seven god damn years ago before scripts 4.0 or TT were even figments of anybody's imagination. That worn out excuse might explain why it isn't being released tonight, but it doesn't explain why it wasn't released at any point in the past five years.

We owe you nothing. We don't care if some e-fag has the need of ridiculing our mod. We'll release it whenever we fuck we want to. Don't like it? Well, too fucking bad son. We don't give a shit. Go make your own tiberian sun mod if you think can do things better than us.

I never said you owed me anything. I'm glad you guys are finally showing some honesty and taking personal responsibility for your lack of results instead of blaming your sloth on TT or scripts 4.0 or some other transparent excuse. Really. I'm proud.

And just as an aside, even if I was in the mod-making business, I wouldn't touch a Tiberian Sun mod. That'd be almost as retarded as making a Red Alert 2 mod.

Perhaps you should pull your head out of your ass and look at the infantry beta.



Subject: Re: C&C Reborn Beta  
Posted by [snpr1101](#) on Tue, 20 Jul 2010 10:22:48 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Dover wrote on Fri, 16 July 2010 16:27

This is just to remind you that reborn is just the same vaporware it was seven years ago, despite all the hype it's gotten between then and now.

Really, it wouldn't be so bad if the developers just admitted it and said "Yeah, we've got our thumbs in our asses and aren't really doing much else" or said "Yeah, we're too busy doing important real-life things like snorting coke. We can't be bothered to work on that shitty mod". What makes them targets for this kind of ridicule is that they pretend like the release is just around the corner.

Pretty much qft. I'd still give it a go even if it was released 10 years some now. However, some transparency and truth in the meantime would be nice. If it's going to be released in 10 years; I don't mind being told. If the release date is unknown or too hard to approximate, I don't mind being told. If nobody is working on it, I don't mind being told. What I do mind is not being told anything; or being given misleading information.

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Subject: Re: C&C Reborn Beta  
Posted by [R315r4z0r](#) on Tue, 20 Jul 2010 10:49:18 GMT  
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You guys are complaining about not being told anything.. when you don't even bother to look.

There is information released about the mod on almost a daily basis on their forums.

As for a release date:

THE MOD CANNOT BE RELEASED UNTIL TT RELEASES SCRIPTS 4.0.

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Subject: Re: C&C Reborn Beta  
Posted by [Dover](#) on Tue, 20 Jul 2010 12:43:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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R315r4z0r wrote on Mon, 19 July 2010 19:04Dover wrote on Sat, 17 July 2010 02:33[  
Then they should have released it seven god damn years ago before scripts 4.0 or TT were even figments of anybody's imagination. That worn out excuse might explain why it isn't being released tonight, but it doesn't explain why it wasn't released at any point in the past five years. What are you talking about? They have released it before scripts 4.0...

It's called the Reborn Infantry Beta which was released in February of 2007.

Stefan wrote on Tue, 20 July 2010 02:40 Perhaps you should pull your head out of your ass and look at the infantry beta.

That's cool. I wonder what would happen if real, non-shitty developers did the same thing and sat on their laurels after they put out a partially-complete beta.

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Subject: Re: C&C Reborn Beta  
Posted by [R315r4z0r](#) on Sun, 25 Jul 2010 13:36:47 GMT  
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There is a reason why the infantry beta was what it was, but I really don't want to blame anyone specific.

Let's just say it was because someone thought it was a good idea to take it upon himself to give release date to the community without consenting the rest of the development team first.

After that same person said there would be a release date in December 2005, the team leader was put into a position where they had to show something. Thus the infantry beta was born.

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Subject: Re: C&C Reborn Beta  
Posted by [a000clown](#) on Mon, 26 Jul 2010 08:16:49 GMT  
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I don't mind waiting for releases. It makes 0 difference when it comes out, I'll still give it a try whenever it does.

I don't mind developers missing their target release dates. They have their reasons.

I don't mind playing around with buggy software. It's fun, and watching the progress of development and the maturation of the product is thrilling.

I don't mind when roadmaps change and they do something unexpected. They work freely and owe us nothing, it's entirely up to them how the end product turns out.

I don't even mind when they go months without a single public update/announcement/release/teaser.

What pisses me off is when they show us all these amazing things they've done and then release some lame version with half the stuff missing, like the infantry beta.

An example of what I mean is this: [http://www.youtube.com/watch?v=gVvhjuR\\_Elg](http://www.youtube.com/watch?v=gVvhjuR_Elg)

You cannot tell me the infantry beta is more fun than that...

To sum up my somewhat long post: Great development team; poor management decisions; quit bitching because you know you'll try the next version whenever it's released regardless of date;

and try not to completely fuck up the next release by ditching half the content.

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Subject: Re: C&C Reborn Beta

Posted by [JohnDoe](#) on Mon, 26 Jul 2010 23:03:47 GMT

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Subject: Re: C&C Reborn Beta  
Posted by [GEORGE ZIMMER](#) on Tue, 27 Jul 2010 12:36:09 GMT  
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hey dover  
shut the fuck up  
-the rest of the renegade community

---

Subject: Re: C&C Reborn Beta  
Posted by [IAmFenix](#) on Tue, 27 Jul 2010 16:08:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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GEORGE ZIMMER wrote on Tue, 27 July 2010 07:36hey dover  
shut the fuck up  
-the rest of the renegade community

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Subject: Re: C&C Reborn Beta  
Posted by [R315r4z0r](#) on Wed, 28 Jul 2010 00:41:34 GMT  
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Dover wrote on Tue, 20 July 2010 08:43That's cool. I wonder what would happen if real, non-shitty developers did the same thing and sat on their laurels after they put out a

partially-complete beta.

I posted before, but this really didn't hit me until just now.

There is no such thing as a 'complete beta.'

The point of a beta is to give out a work-in-progress in order to receive feedback on how they should adjust things for the final product.

A 'complete beta' wouldn't be a beta, it would just be the entire game.

I think you're confusing the term 'beta' with 'demo,' which the Infantry Beta was not.

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Subject: Re: C&C Reborn Beta

Posted by [Dover](#) on Wed, 28 Jul 2010 01:21:19 GMT

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I AM Fenix wrote on Tue, 27 July 2010 09:08: GEORGE ZIMMER wrote on Tue, 27 July 2010 07:36: hey dover  
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lol

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There are minimum standards for how much work should be done for something to be considered a beta. "Beta" is the second letter of the greek alphabet. Second, that means something had to have come before it. And taking a look at Reborn infantry beta, I'm not sure there was.

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Subject: Re: C&C Reborn Beta

Posted by [a000clown](#) on Thu, 29 Jul 2010 07:11:03 GMT

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Dover wrote on Tue, 27 July 2010 21:21

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Everyone uses different terms for preview releases, there's no standard for naming something an alpha/beta/rc etc. However, I'd say it's reasonable to assume their internal builds can be considered private alpha milestones.

That said, I do agree that the "beta" should resemble what the developers intended as being the end result, opposed to leaving out a lot of content (vehicles) which is a major defining aspect of the game.

Edit: Oh and unless the code is very minimal, software is very rarely "complete". There's always bugs to be squashed and features to be added, which is why we have product release cycles with maintenance and security updates on a (hopefully) regular basis.

Version 1.0 is usually just a milestone when the developers reach their intended features and decide the only remaining issues are minor and can thus be used by end-users; It does not signify a "finished" product that is totally void of bugs. Again though, everyone uses their own version numbering, some being more common than others.

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Subject: Re: C&C Reborn Beta

Posted by [Dover](#) on Thu, 29 Jul 2010 19:44:25 GMT

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a000clown wrote on Thu, 29 July 2010 00:11Dover wrote on Tue, 27 July 2010 21:21

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For the purposes of this discussion, I was ignoring service updates. Obviously most things are patched post-1.0, but they have to actually reach 1.0 status first.

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Subject: Re: C&C Reborn Beta  
Posted by [Ryan3k](#) on Sat, 31 Jul 2010 03:49:00 GMT  
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---

Stefan wrote on Tue, 20 July 2010 04:40

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p.3 snipah

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Subject: Re: C&C Reborn Beta  
Posted by [R315r4z0r](#) on Sat, 31 Jul 2010 11:49:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

a000clown wrote on Thu, 29 July 2010 03:11 Everyone uses different terms for preview releases, there's no standard for naming something an alpha/beta/rc etc. However, I'd say it's reasonable to assume their internal builds can be considered private alpha milestones.

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That makes no sense though. The way games are created and tested is that they first go into internal alpha testing, which is like preliminary tests to make sure specific functions work. Then they move into internal beta testing, which is basically bare yet playable variations of the final game. There is the optional public beta that is used to gain more feedback and help the game get better. Then they move to gamma which pretty much release candidates and then finally they release the full version of the game.

The beta was a fully working and playable part of Reborn. Contrary to what you might believe, nothing was cut out of the game. The vehicles weren't in there because they weren't done. Why would they throw half the roster of unfinished vehicles in that you wouldn't be able to drive correctly or use fairly in battle with the enemy? It's a waste of time and file size; it would have only served to increase the file size of the download and lessen the already short life that the infantry beta did have.

The fact of the matter is that the Reborn dev 'team' is barely a team at all. It's only a handful of people. 80% of the content in the game is done, start to finish, by one single person.

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Subject: Re: C&C Reborn Beta  
Posted by [a000clown](#) on Sat, 31 Jul 2010 21:43:35 GMT  
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You can get all grammatical on wording and what's considered an alpha/beta/whatever, I don't think anyone honestly cares what they called it.

Fact remains, we can clearly see functional vehicles in videos dating back years before the release of the infantry beta.

---

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Subject: Re: C&C Reborn Beta  
Posted by [sadukar09](#) on Sat, 31 Jul 2010 21:47:39 GMT  
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a000clown wrote on Sat, 31 July 2010 16:43 You can get all grammatical on wording and what's considered an alpha/beta/whatever, I don't think anyone honestly cares what they called it. Fact remains, we can clearly see functional vehicles in videos dating back years before the release of the infantry beta.

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Subject: Re: C&C Reborn Beta  
Posted by [Herr Surth](#) on Sat, 31 Jul 2010 21:48:35 GMT  
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fact is, i totally owned up that beta in the month i played it.

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Subject: Re: C&C Reborn Beta  
Posted by [R315r4z0r](#) on Sun, 01 Aug 2010 00:47:37 GMT  
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a000clown wrote on Sat, 31 July 2010 17:43 You can get all grammatical on wording and what's considered an alpha/beta/whatever, I don't think anyone honestly cares what they called it. Fact remains, we can clearly see functional vehicles in videos dating back years before the release of the infantry beta.

You think that someone just designs a vehicle then it automatically works?

They have to texture it, rig it, apply weapons to it, create animations for it, balance the speed and the weapon damage with other vehicles... You saw videos of vehicles in action, but they were out of context.

They wouldn't remove perfectly working content from the mod just to piss you off. The reason there were no vehicles was because they were not ready to be played with. That's all there is to it.

---

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Subject: Re: C&C Reborn Beta  
Posted by [a000clown](#) on Sun, 01 Aug 2010 02:17:57 GMT  
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sadukar09 wrote on Sat, 31 July 2010 17:47 a000clown wrote on Sat, 31 July 2010 16:43 You can get all grammatical on wording and what's considered an alpha/beta/whatever, I don't think anyone honestly cares what they called it.

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That just goes to show the vehicles could have been included in the beta.

---

Subject: Re: C&C Reborn Beta  
Posted by [Renardin6](#) on Sun, 01 Aug 2010 09:41:36 GMT  
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Scripts 4. will be out some day... No point in reverting all our work just to add vehicles now.

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Subject: Re: C&C Reborn Beta  
Posted by [a000clown](#) on Sun, 01 Aug 2010 16:11:00 GMT  
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Not suggesting that you do. As stated in my first post of this thread I have no problem waiting however long it takes and will no doubt enjoy it when it arrives.  
I'm just following up on R315r4z0r's replies to me originating from my view of what I thought the first public beta release should have been. Didn't intend to start an argument over my simple opinion but I prefer to respond when people directly quote me.

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Subject: Re: C&C Reborn Beta  
Posted by [R315r4z0r](#) on Sun, 01 Aug 2010 17:03:46 GMT  
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I'm just saying, they wouldn't remove content from the mod for no reason. The vehicles weren't ready. They had to be balanced and textured, ect. Not even all of the vehicles were in the game at the time, tbh.

Yes, OWA might have been able to fan-rig them, but the point is that they weren't properly fixed up or balanced to work in an actual match.

---

Subject: Re: C&C Reborn Beta  
Posted by [Dover](#) on Mon, 09 Aug 2010 08:04:28 GMT  
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Because the infantry beta was so properly fixed up and balanced? With the railgun that would rapid fire when you clicked repeatedly? Come on now.

---

Subject: Re: C&C Reborn Beta

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Posted by [Herr Surth](#) on Mon, 09 Aug 2010 08:33:26 GMT

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The most hilarious one was that killing a cyborg gave you 500 points. Or shooting a GDI turret with a kerubim, through which I got roughly 2000 credits within half a minute. did they ever fix that? I lost interest in the beta after 2 weeks...

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Subject: Re: C&C Reborn Beta

Posted by [R315r4z0r](#) on Mon, 09 Aug 2010 11:03:38 GMT

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Yes, yes there were. The balance in that game wasn't swayed in either direction. The things you mention are bugs which have since been fixed. But the game's balance was at a playable level. If the vehicles where included, then one team would have an advantage.

Also, there was a news update a couple of days ago if you care to check it out.

<http://www.cncreborn.eu/forum3/viewtopic.php?f=2&t=3689>

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Subject: Re: C&C Reborn Beta

Posted by [JohnDoe](#) on Mon, 09 Aug 2010 20:46:38 GMT

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i enjoyed your beta

for a day or two

renemods are pointless welcome to 2003

---

---

Subject: Re: C&C Reborn Beta  
Posted by [Rocko](#) on Tue, 10 Aug 2010 07:12:37 GMT  
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hey i remember there was a major reborn leak many years ago and i played it and it was super awesome, whatever happened to it?? i believe it was a different team as well (a bunch of germans)

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Subject: Re: C&C Reborn Beta  
Posted by [Renardin6](#) on Tue, 10 Aug 2010 20:35:43 GMT  
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One of these german is still with us. (Kalle Bowo)  
Anyway, vehicles are functional since 2003.  
But NOT with all the features.

[www.cncreborn.eu](http://www.cncreborn.eu)

Our last update shows a working AAPC and working HMRLS going on water. This wasn't ready before this year.

We have a full working jumpjet (press a key to fly) with animations and sound with sound.

We can now create our own skeletons for cyborg and such.

All the new features are possible now because we use a beta of script 4.0.

Why don't we release then? Because we aren't allowed to release before the release of Script 4.0 of TT. I hope it helped you to understand the situation. We wait as much as you do.

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Subject: Re: C&C Reborn Beta  
Posted by [troopr02](#) on Wed, 11 Aug 2010 18:07:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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I don't mind developers missing their target release dates. They have their reasons.

I don't mind playing around with buggy software. It's fun, and watching the progress of development and the maturation of the product is thrilling.

I don't mind when roadmaps change and they do something unexpected. They work freely and

owe us nothing, it's entirely up to them how the end product turns out.  
I don't even mind when they go months without a single public  
update/announcement/release/teaser.

Thank you for saving me the time of typing all that out myself I will say, we should release more  
frequent updates on here like the Renegade-X team does. But fyi....their mod was initially called  
Ren2007 so LOL

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