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Subject: Reborn stuff

Posted by [Stefan](#) on Sat, 29 Jan 2011 15:00:36 GMT

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I thought the that barns was dead, but then came across this post on cncnz.

To be honest, it's looking epic. I just hope it won't take another decade and then some for their team to release it.

Quote:

Command & Conquer: Reborn has just posted a big update with lots of pictures and videos.

Command & Conquer: Reborn is a Tiberian Sun mod for Command & Conquer: Renegade. This is a larger update covering testing sessions, a look at the new maps called TS\_Snow, TS\_City, TS\_GrandCanyon and TS\_Ardenne. There is also a preview of the GDI Chain Gun.

You can read the full update here. To learn more about the CNC Reborn mod, visit their Mod DB profile.

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Subject: Re: Reborn stuff

Posted by [Starbuzz](#) on Sat, 29 Jan 2011 15:41:53 GMT

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Thanks so much for the update and link! As everyone may be aware, I am the only person left in the Renegade Forums that actually care for this mod. It's looking very good and despite the tortoise-pace of the dev team (due to real life), I am glad they are actually working on it. I just want Dover to be proven wrong.

edit: just went thru the pictures...wow that artillery looks and fires awesome! holy smokes lol, did you see 4 pawkyfoxes take on the Mammoth!

btw just curious, do you HAVE to wait for 4.0? Is there a technical possibility of you releasing it and gaining a playerbase for it and then follow up with the 4.0 version? Just a suggestion...I don't know how that works.

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Subject: Re: Reborn stuff

Posted by [Generalcamo](#) on Sat, 29 Jan 2011 16:40:34 GMT

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The dev team said that the game is basiccly finished, they are just waiting for Scripts 4.0, and

possibly these maps...

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Subject: Re: Reborn stuff

Posted by [R315r4z0r](#) on Sat, 29 Jan 2011 18:23:08 GMT

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Starbuzz wrote on Sat, 29 January 2011 10:41btw just curious, do you HAVE to wait for 4.0? Is there a technical possibility of you releasing it and gaining a playerbase for it and then follow up with the 4.0 version? Just a suggestion...I don't know how that works.

No, Reborn can't be released without Scripts 4.0. Scripts 4.0 is more than just graphical effects. It houses many of the core game components that are essential for the mod to work.

Without Scripts 4.0, Suberttainean vehicles wouldn't be able to go underground, amphibious units wouldn't be able to cross water, Jump Jets wouldn't be able to fly as well as they do now (they would be laggy like in the inf beta), vehicles like the Juggernaut, Artillery and Tick Tank wouldn't be able to deploy, the the AI defenses wouldn't work as optimal as they do now, the MKII weapons wouldn't work, etc, etc.

A lot of things in Reborn require the use of Scripts 4.0, not having it would totally destroy the mod's playability.

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Subject: Re: Reborn stuff

Posted by [Starbuzz](#) on Sat, 29 Jan 2011 18:57:34 GMT

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R315r4z0r wrote on Sat, 29 January 2011 12:23Starbuzz wrote on Sat, 29 January 2011 10:41btw just curious, do you HAVE to wait for 4.0? Is there a technical possibility of you releasing it and gaining a playerbase for it and then follow up with the 4.0 version? Just a suggestion...I don't know how that works.

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A lot of things in Reborn require the use of Scripts 4.0, not having it would totally destroy the mod's playability.

Thanks so much for the details! This clarifies a lot of things.

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Subject: Re: Reborn stuff  
Posted by [Zion](#) on Sat, 29 Jan 2011 19:11:01 GMT  
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31st December, 2008.

That is all.

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Subject: Re: Reborn stuff  
Posted by [Stefan](#) on Sat, 29 Jan 2011 21:04:19 GMT  
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That was 31 december 2006.... furries

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