

---

Subject: Tiberian Sun: Reborn is nearing release.  
Posted by [OWA](#) on Wed, 22 May 2013 21:31:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So, after more years than it should have been, hell is finally freezing over and Reborn is nearing release.

That's right! The ultimate barn experience will be at your fingertips pretty soon, for real this time! No infantry beta nonsense, but a full vehicle release with nearly all of the trimmings.

Here's a video. Enjoy!

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Starbuzz](#) on Wed, 22 May 2013 21:47:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Awesome!!! Hope this is not some joke and for real!

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [reborn](#) on Wed, 22 May 2013 21:51:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm looking forward to playing it!

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Good-One-Driver](#) on Thu, 23 May 2013 04:29:20 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

lol to bad nobody is here anymore to play it

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [danpaul88](#) on Thu, 23 May 2013 08:49:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

There's also a gameplay video here, a little bit older but still mostly representative of what's going to ship.

[www.youtube.com/watch?v=u7K02DykR8E](http://www.youtube.com/watch?v=u7K02DykR8E)

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [EvilWhiteDragon](#) on Thu, 23 May 2013 09:06:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

So, eh.. What's new from the 2003 beta?

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [danpaul88](#) on Thu, 23 May 2013 09:17:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ion storms

Probably some other stuff too, but I like the ion storms

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [ehh](#) on Thu, 23 May 2013 09:30:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

EvilWhiteDragon wrote on Thu, 23 May 2013 10:06: So, eh.. What's new from the 2003 beta?

not much

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [danpaul88](#) on Thu, 23 May 2013 10:12:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm not sure \*any\* assets from the 2003 beta are in the current version of Reborn, they all got replaced long before BHP took the project over and started pushing it towards a release. We've taken it from a broken shell of a game with a mangled assets database to something that's actually playable, fun and releasable in just over 18 months.

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Taz](#) on Thu, 23 May 2013 10:21:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Just like APB is now?

0 players currently ingame.

---

In all seriousness; i look forward to playing it. I thought it wasn't that broken, just severely unbalanced and missing certain features.

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [EvilWhiteDragon](#) on Thu, 23 May 2013 13:00:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

danpaul88 wrote on Thu, 23 May 2013 12:12 I'm not sure \*any\* assets from the 2003 beta are in the current version of Reborn, they all got replaced long before BHP took the project over and started pushing it towards a release. We've taken it from a broken shell of a game with a mangled assets database to something that's actually playable, fun and releasable in just over 18 months. So, if I understand correctly, this is the result of the 3rd or 4th complete redo of Reborn?

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [reborn](#) on Thu, 23 May 2013 14:54:50 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

When can I download this new release?

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [danpaul88](#) on Thu, 23 May 2013 14:56:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Taz wrote on Thu, 23 May 2013 11:21 In all seriousness; i look forward to playing it. I thought it wasn't that broken, just severely unbalanced and missing certain features.

The beta you played wasn't broken no, the files we inherited however were very broken after years of being passed from pillar to post. No fault of any one individual, just a lot of accumulated problems created over time by inconsistent file management. The old team didn't have a single person who was responsible for managing builds and as a result new builds would sometimes end up missing out files that a previous build had added... it was a bit chaotic.

It took us many months to even track down source files for a lot of assets, some are still missing to this day and we have outstanding bugs that we can't fix without losing assets we have no source for. That's actually partly why you'll recently have seen jonwil releasing improvements to the W3D importer.

EvilWhiteDragon wrote on Thu, 23 May 2013 14:00  
So, if I understand correctly, this is the result of the 3rd or 4th complete redo of Reborn?

I guess you could call it that... it's loosely based on the Infantry Beta released some years ago, but with a lot of the extraneous cruft removed (such as units that served no real purpose other than to exist and weren't in TS), vehicles added (obviously) and new features such as EMP mines, ion storms, Cyborg Reaper nets, AI SAMs & front gun on the MkII, new & improved subterranean logic, stealth detectors and generators, etc, etc...

We started a new bug tracker a few months back to improve tester and staff communication and make sure bugs actually get fixed instead of sinking off the top page of the testers forum and being forgotten about. This screenshot is taken after a new build was released to the testers so the number of new bugs is artificially higher than normal, but you'll see from this that we are busy getting this shippable;

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Lazy5686](#) on Thu, 23 May 2013 17:00:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Will it be possible to play the maps with the modifications through a normal Renegade client/server or will this be like APB?

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Generalcamo](#) on Thu, 23 May 2013 19:34:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

It will be just like APB...

...although you could play these maps with modification, just like you could with APB. Don't know if it would be worth it though.

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [TeamWolf](#) on Thu, 23 May 2013 23:22:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

generalcamo wrote on Thu, 23 May 2013 12:34It will be just like APB...

...although you could play these maps with modification, just like you could with APB. Don't know if it would be worth it though.

I laughed.

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Lazy5686](#) on Fri, 24 May 2013 16:40:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

generalcamo wrote on Thu, 23 May 2013 12:34It will be just like APB...

...although you could play these maps with modification, just like you could with APB. Don't know if it would be worth it though.

If they are decent maps and could be played on a normal Renegade server I'd look at putting them in our rotation occasionally.

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Jerad2142](#) on Fri, 24 May 2013 17:53:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Good to hear, I didn't want Rp2 to be the only total conversion still making releases on this engine after all.

Don't suppose you have a vid of the ion storms?

Glad to see you put some of the firestorm foliage in game, looks great!

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Generalcamo](#) on Fri, 24 May 2013 21:15:41 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Lazy5686 wrote on Fri, 24 May 2013 12:40generalcamo wrote on Thu, 23 May 2013 12:34It will be just like APB...

...although you could play these maps with modification, just like you could with APB. Don't know if it would be worth it though.

If they are decent maps and could be played on a normal Renegade server I'd look at putting them in our rotation occasionally.

It would take a lot of work though. Is it really worth it? They wouldn't fit in Renegade anyway considering the atmosphere.

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Dreamcaseal](#) on Sat, 25 May 2013 18:09:15 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

the 2003 release wasnt that bad all i can remember was i opened the orca bomber in a 3d program and it was in 100 pieces slapped together. i was like lolwut. the game was pretty good though. i showed my brother all happy and shit. i was just as excited messing with that release as

the original renegade when it came out.  
<http://www.youtube.com/watch?v=q-LOdjbVW4g>

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [EvilWhiteDragon](#) on Sat, 25 May 2013 19:55:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

generalcamo wrote on Fri, 24 May 2013 23:15Lazy5686 wrote on Fri, 24 May 2013 12:40generalcamo wrote on Thu, 23 May 2013 12:34It will be just like APB...

...although you could play these maps with modification, just like you could with APB. Don't know if it would be worth it though.

If they are decent maps and could be played on a normal Renegade server I'd look at putting them in our rotation occasionally.

It would take a lot of work though. Is it really worth it? They wouldn't fit in Renegade anyway considering the atmosphere.

Maybe it wouldn't fit the original CNC mode of Renegade, but then again, a lot of fanmaps don't either. I think it would add value because if it would be possible to download the mod as a map or package, one could play TS:R directly from Renegade, with just joining a TS:R server or a Ren server running TS:R maps. Wouldn't require them to manually download a mod they might've never heard of.

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Generalcamo](#) on Sat, 25 May 2013 21:33:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Map would be too large of a file, and there are limits in what we can do per map. Package might work, but then you have the 0 bug...

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [EvilWhiteDragon](#) on Sat, 25 May 2013 22:15:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

generalcamo wrote on Sat, 25 May 2013 23:33Map would be too large of a file, and there are limits in what we can do per map. Package might work, but then you have the 0 bug...  
Have you verified that bug still exist in TT?

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Jerad2142](#) on Sun, 26 May 2013 04:02:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

EvilWhiteDragon wrote on Sat, 25 May 2013 16:15  
generalcamo wrote on Sat, 25 May 2013 23:33  
Map would be too large of a file, and there are limits in what we can do per map. Package might work, but then you have the 0 bug...  
Have you verified that bug still exist in TT?  
Did you guys make it so the client reloads armor.ini on every mix/pkg load (from the mix/pkg if said mix/pkg has armor.ini, otherwise from always.ini if not present). If you have then the bug will be fixed, if not it will still exist.

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [EvilWhiteDragon](#) on Sun, 26 May 2013 13:03:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Jerad Gray wrote on Sun, 26 May 2013 06:02  
EvilWhiteDragon wrote on Sat, 25 May 2013 16:15  
generalcamo wrote on Sat, 25 May 2013 23:33  
Map would be too large of a file, and there are limits in what we can do per map. Package might work, but then you have the 0 bug...  
Have you verified that bug still exist in TT?  
Did you guys make it so the client reloads armor.ini on every mix/pkg load (from the mix/pkg if said mix/pkg has armor.ini, otherwise from always.ini if not present). If you have then the bug will be fixed, if not it will still exist.  
I'm not sure of that, but I know that the 0 bug for normal maps should've been fixed.

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Jerad2142](#) on Mon, 27 May 2013 05:43:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

EvilWhiteDragon wrote on Sun, 26 May 2013 07:03  
Jerad Gray wrote on Sun, 26 May 2013 06:02  
EvilWhiteDragon wrote on Sat, 25 May 2013 16:15  
generalcamo wrote on Sat, 25 May 2013 23:33  
Map would be too large of a file, and there are limits in what we can do per map. Package might work, but then you have the 0 bug...  
Have you verified that bug still exist in TT?  
Did you guys make it so the client reloads armor.ini on every mix/pkg load (from the mix/pkg if said mix/pkg has armor.ini, otherwise from always.ini if not present). If you have then the bug will be fixed, if not it will still exist.  
I'm not sure of that, but I know that the 0 bug for normal maps should've been fixed.  
How did it happen on normal maps, only one I knew about was when the client armor.ini didn't have all the armor (or warhead) types the server had.

---

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [ehhh](#) on Tue, 28 May 2013 05:07:18 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

with cheats

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [EvilWhiteDragon](#) on Tue, 28 May 2013 07:48:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

If I recall correctly it had to do with losing connection to the server and then rejoining, or similar.  
What the underlying reason for this behaviour was I don't know.

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Wallywood](#) on Fri, 31 May 2013 10:31:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

<http://www.renegadeforums.com/index.php?t=msg&th=40266&start=0&rid=2> 3226

PSSSSST!

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Renardin6](#) on Mon, 03 Jun 2013 07:50:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Some SS of the session of yesterday.

---

Subject: Re: Tiberian Sun: Reborn is nearing release.  
Posted by [Dreamcaseal](#) on Mon, 03 Jun 2013 08:19:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Subject: Re: Tiberian Sun: Reborn is nearing release.

---



Posted by [Pyryle](#) on Mon, 03 Jun 2013 09:13:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Dreamcaseal wrote on Mon, 03 June 2013 01:19

---