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Subject: Reborn

Posted by [Wild1](#) on Tue, 10 Jun 2003 23:02:34 GMT

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Anyone heard anything about Reborn lately? They haven't posted anything on their site for like 2 months. What the hell is happening?

At least Dante is working on RenAlert now and they just recently did an update.

Anyone care to clue me in?

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Subject: Reborn

Posted by [General Havoc](#) on Tue, 10 Jun 2003 23:25:16 GMT

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Well last I heard they were doing Beta testing and their GSA server for the beta normally has a few people in, who I guess are the testers. The mod is still active for certain, you may have noticed the release of the scripts.dll version 1.2 today, which contains the scripts for the reborn mod, which must have been requested so they must still be doing work on it. It's looking good so far, also RenAlert is looking good.

OneShell have set up a dedicated RenAlert server on GSA recently so you can go and play. GSA you may say? download the "All Seeing Eye" for free and connect to the server using that program, it's really simple and no GSA interface. Also other advantages of using the GSA server is no long wait for WOL to load the PKG files, no zero bug after playing as Renegade is re loaded. I had a game there and it was quite good, the mod needs a little more work yet but it is coming along nicely.

\_General Havoc

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Subject: Reborn

Posted by [CNCWarpath](#) on Tue, 10 Jun 2003 23:28:54 GMT

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Some Intel From Reborn Staff:

Question :

Is CNC Reborn still alive and well, also if it is , is there any estimated ETA (Estimated time of arrival

Answer :

In regards to your question, yes, Reborn is still alive. Here's the site: <http://reborn.cncammo.com/> However, there has been no progress for a while. This is only because of school, and as the end of the year approaches we're all a bit busy with tests and all. Don't worry, progress will resume soon enough. About the ETA, I can't say for sure, but the mod has been placed at about 90% done by Dark Omen, the project leader

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Subject: Reborn  
Posted by [Wild1](#) on Tue, 10 Jun 2003 23:34:56 GMT  
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Thanks thats all I needed. That 90% sounds real good about now.

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Subject: Reborn  
Posted by [DarkOmen](#) on Wed, 11 Jun 2003 13:27:25 GMT  
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we're still hard at work, there are just many bugs that we have to fix, and we've to update some graphical things too...

maybe we'll release the first public version at the end of july, but that's not for sure...

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Subject: Reborn  
Posted by [Wild1](#) on Wed, 11 Jun 2003 21:20:37 GMT  
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Thanks for replying. Now at least I have a clue. Yay summer!

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