
Subject: C&C Tiberium Sun Renegade?
Posted by [TheGunrun](#) on Thu, 25 Sep 2003 22:59:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is there any plans for an other expansion based on C&C Tiberum Sun? I would really like to see that.

Subject: C&C Tiberium Sun Renegade?
Posted by [Slicer_238](#) on Thu, 25 Sep 2003 23:05:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Reborn is making a mod that is based on TS. It looks.....

Subject: C&C Tiberium Sun Renegade?
Posted by [cowmisfit](#) on Fri, 26 Sep 2003 00:13:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I saw a thing for a TIB SUN FULL MOD for generals taht looks REALLY REALLY AWSOME....
GO to <http://www.cncden.com> there they had the link to it
but as for a official sequel i dont think so or at least i havnt heard shit about it

Subject: C&C Tiberium Sun Renegade?
Posted by [Try_lee](#) on Fri, 26 Sep 2003 17:05:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cowmisfit, the mod you mean is TS: Rising. It can be found at <http://rising.cnc-source.com> .

There is a TS mod for Renegade though, called Reborn. It can be found at <http://www.planetcnc.com/ammo/reborn> .

Subject: C&C Tiberium Sun Renegade?
Posted by [Aircraftkiller](#) on Fri, 26 Sep 2003 17:19:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

The only problem with it is that it sucks ass.

Subject: C&C Tiberium Sun Renegade?
Posted by [sjezk3](#) on Fri, 26 Sep 2003 17:23:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah but some people may say that about ren alert :rolleyes: i personally think reborn kicks ass shame about ren alert.

Subject: C&C Tiberium Sun Renegade?

Posted by [Xtrm2Matt](#) on Fri, 26 Sep 2003 18:09:59 GMT

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

Personally, i think RenAlert owns.

RenAlert ownz 'Reborn' 110%.

GJ RenAlert team!

Subject: C&C Tiberium Sun Renegade?

Posted by [Jaspah](#) on Fri, 26 Sep 2003 19:17:17 GMT

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

Try_leeCowmisfit, the mod you mean is TS: Rising. It can be found at <http://rising.cnc-source.com> .

There is a TS mod for Renegade though, called Reborn. It can be found at <http://www.planetcnc.com/ammo/reborn> .

The One for Generals looks sweet!

Subject: C&C Tiberium Sun Renegade?

Posted by [--oo00o00oo--](#) on Sat, 27 Sep 2003 22:58:52 GMT

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

AircraftkillerThe only problem with it is that it sucks ass.

lol aircrap, it cant be any worse than the red alert mod. so you shouldnt talk shit on people

Subject: C&C Tiberium Sun Renegade?

Posted by [OrcaPilot26](#) on Sun, 28 Sep 2003 04:32:22 GMT

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

1. You've probably never played the full version of RenAlert
 2. You've probably never played Reborn
 3. Many things could be worse than ReAlert
-
-

Subject: C&C Tiberium Sun Renegade?

Posted by [Slicer_238](#) on Sun, 28 Sep 2003 15:39:38 GMT

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

To tell you the truth. I mean I will most likely be playing RenAlert even when Reborn is released. I like Reborn, its just that....well.....I seen the texture on the Titan and a few of the infantry. It made me want to hurl. Its an awesome mod, but seriously RenAlert has better infantry models and tank models except the Phase Transport, Mammoth, and heavy tank.

I like the new medium tank model but it is almost like the regular Renegade one. So unless Reborn can get some better vehicle and infantry textures/skins, I'm staying RenAlert, even though Tib Sun is my all time favorite cnc next to Renegade.

Subject: C&C Tiberium Sun Renegade?

Posted by [Aircraftkiller](#) on Sun, 28 Sep 2003 16:04:44 GMT

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

--oo0o00oo--AircraftkillerThe only problem with it is that it sucks ass.

lol aircrap, it cant be any worse than the red alert mod. so you shouldnt talk shit on people

I've made my case about why Reborn sucks ass, so many times... At least we let people play our modification, we don't make up excuses, and we patch it.

FYI, patch coming tomorrow.

Subject: C&C Tiberium Sun Renegade?

Posted by [cowmisfit](#) on Sun, 28 Sep 2003 16:19:34 GMT

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

Yea at least there realeasing it to the public and trying to get some feedback from the people that will be playing it unlike reborn who will probably not realease a public beta for a long time more.

Subject: C&C Tiberium Sun Renegade?

Posted by [sjezk3](#) on Sun, 28 Sep 2003 16:21:25 GMT

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

they patched reborn about 5 times now but they still not released any kind of beta. i think there doing this cos they want it to work and be good first time round... unlike ren alert :rolleyes:

Subject: C&C Tiberium Sun Renegade?

Posted by [Aircraftkiller](#) on Sun, 28 Sep 2003 16:23:27 GMT

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

Unfortunately, that isn't going to be the case. Nothing works perfect the first time around, Carbon Kid. Now go back to cheating this game.

Subject: C&C Tiberium Sun Renegade?
Posted by [Slicer_238](#) on Sun, 28 Sep 2003 16:24:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Man, if they wait to long almost no one will be here.

Subject: C&C Tiberium Sun Renegade?
Posted by [sjezk3](#) on Sun, 28 Sep 2003 16:26:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

i dont cheat you maggot

Subject: C&C Tiberium Sun Renegade?
Posted by [DragonFg](#) on Mon, 29 Sep 2003 01:28:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

I laugh at all you people arguing over nothing

Subject: C&C Tiberium Sun Renegade?
Posted by [sjezk3](#) on Mon, 29 Sep 2003 22:10:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller--oo00o00oo--AircraftkillerThe only problem with it is that it sucks ass.
lol aircrap, it cant be any worse than the red alert mod. so you shouldnt talk shit on people

I've made my case about why Reborn sucks ass, so many times... At least we let people play our modification, we don't make up excuses, and we patch it.

FYI, patch coming tomorrow.

Tell us again why reborn sucks ass my theory is that the people at reborn wouldnt let you have anything to do with the mod which is probably why you dispise it so much !!!

Subject: C&C Tiberium Sun Renegade?
Posted by [OrcaPilot26](#) on Mon, 29 Sep 2003 23:23:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

actually, you can tell just from the reborn screenshots that their work is not of good quality.

Their vehicle models have way too many polygons, and their textures are no good either. If you look at the vehicle in this picture the textures are tiled. Also, a TS mod is not a good game to make a Renegade mod off, the walking vehicles can't walk, (their legs always move).

I'm not saying RenAlert is better, but Reborn is flawed in many ways.

Subject: C&C Tiberium Sun Renegade?

Posted by [sjezk3](#) on Mon, 29 Sep 2003 23:42:04 GMT

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

lol well i can tell you this Ren Alert does alot less FPS than reborn does :rolleyes:

Subject: C&C Tiberium Sun Renegade?

Posted by [smwScott](#) on Tue, 30 Sep 2003 01:18:32 GMT

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

I've played Ren Alert and I think it's awesome.

I have seen Reborn and think it looks awesome.

I really don't see how anyone could say it sucks yet unless you got a leaked beta. Even if they just gave away the beta it still isn't indicative of the final product. I'll wait until both mods are finished before I judge them. It doesn't have to be one or the other.
