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Subject: CNC Reborn : Various Updates

Posted by [forsaken](#) on Thu, 21 Oct 2004 21:34:03 GMT

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Well, if that's what he has to do, oh well I guess.

I'd just post under my usual name, though would wait until a significant sum of game updates have been done, and just provide links to the original forums where the work was shown and commented.

So only those who really care to see and give advice have to post on the mod's forums.

So this way you give Reborn fans on the Renegade forums a chance to see update without having to visit the Reborn site regularly, and since you posted all the links to the info, whatever advice is given is on the Reborn forums, not here. So you post once, don't bother looking back at all the subjective bash-Reborn comments. Simple, I'm sure those who regularly comment would do so on the Reborn forums, so you won't have to bother reading through a lot of against-Reborn-bias that doesn't contain helpful criticism!

As far as the work goes, those who previously commented on the models seems to be right on. About the yellow, and the skin and general on the RPG (give it some more metallic feel, give it stractches, make it look somewhat worn. Imperfect qualities make things like this look better). All the small, but important aspects of the models Sir Phoenixx are right as well.

As far as the laser goes, it isn't possible to have the laser 'dot' appear on other models at a certain range?

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