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Subject: Reborn moves to Source

Posted by [Renardin6](#) on Tue, 30 Nov 2004 19:45:38 GMT

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LOL

Lies... All lies...

Quote:<http://mods.moddb.com/4211/>

Check that noobs.

Quote:Deezer Studios announces : Command & Conquer Reborn Source

As I said :

"When the Reborn Mod for Renegade will be done we will start a HL2 version of this great mod.

Until the Renegade version is completed we won't start on this mod.

I have already some good models ready that you can see on the Renegade version website. I did the textures with 2048\*2048 files, so it will be converted into HL2 models.

I think the real start of this mod will be in summer 2005.

If you are interested in joining us, just email me @ [renardin6@hotmail.com](mailto:renardin6@hotmail.com)

We need texturer, mappers, coders, character modelers ! ( We have enough good modelers for the other stuff )

What will we do ? Well I said it on Reborn forum :

"We will use all the reborn models and code all first. Once the coding part is done, we will start with high-polys models if needed."

The command & conquer style with the engine source could be one of the best compilation of an RTS and a FPS !"

I hope you will enjoy that new mod, if you are interested in helping don't hesitate and contact me !

But stuff changed a bit, we will do new models and nothing else. Dante will do teh coding part for us with his mod. It will be a mod for the mod of Dante.

Read that again :

"When the Reborn Mod for Renegade will be done we will start a HL2 version of this great mod.

Until the Renegade version is completed we won't start on this mod.

So you can see how this ass above makes lies.

And so...

Reborn moves to Source when the W3D version is done.

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