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Subject: CNC REBORN : Umagon  
Posted by [Renardin6](#) on Tue, 03 May 2005 21:52:25 GMT  
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cool, one point for you... :rolleyes:

Anyway, it's still BS and he keeps saying his shits.

So I will explain it for ACK:

Why does it take so much time for us to make the mod ?

I will give you a simple hint :

Look at the number of weapons you had in Renalert and look at your so 'nice-up-and-down' reload animation. Now just think about the fact we are going further on this : Animating hands and guns for more than 8 weapons like in Renalert... And it's only the weapon part. Now think about charcaters : we add much more than you, this ask more work too. Vehicles ? our vehciles need animation. Renalert vehicles were all tanks... Buildings ? The nod wf was still a wip. Something much much better is coming for all.

The best part : WE STARTED THIS MOD ON 4th APRIL 2004. ALL THE WORK OF THE OLD REBORN OR OLD BETA IS IN THE GRABAGE. JUST FACE IT, WE ARE A NEW TEAM WITH A COMPLETE NEW MOD.

(I hope you will know understand this point and stop saying BS. So to help you and resume the stuff : we are working on reborn since 1 YEAR. we have a shit more work to do than what you did for Renalert.)

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