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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [PaRaDoX](#) on Thu, 17 Nov 2005 02:10:35 GMT  
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he is right though new ver new bugs i mean its all new and thare will be new bugs simple as that and thay will have to come up with a creative way to fix them i mean how many coverion mods are out for renegade lets see here..... i think 2 or 3 i mean thats pitaful and thay were all crap (ex renalert i loved it) and yes the old reborn sucked but why are you still bitching i mean "new ver new bugs" and as the reborn staff have stateed alot that the old team is no more and with that as i said "have you played it? at all?" i dont think anyone can say it sucks on how the OLD reborn played i mean comeon give it up ya i think the Reborn team should have made a new name i mean after the failure of the OLD Reborn thay should of killed the name. and i think if you still want to go "OMGREBORNSUXYOUFALLTHOUGHTHOUGHTHEFLOORANDTHEGFXSUX" you can thats your opinon i am excited about this mods relese and ack i mean how many conversion mods for rengade acutaly IMPLAMENTED the light maps into game play?

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