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Subject: Re: C&C Reborn is released!

Posted by [Chronojam](#) on Fri, 23 Dec 2005 20:32:09 GMT

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Actually, that's not entirely right; the forum still wasn't working "properly" at that point. I went in and entered each section into the database tables to basically emulate making a new post. ^^

There's a couple reasons why the update that was coming didn't yet come (although the change already took place). The forums indeed are linked to the main page, which luckily tends to have more stability than the main forum itself. The Site News section is the one that gets read from.

We actually have made \*real progress\* with the mod, if you'd been reading the news. I know Reborn would make you think that progress is some new renders or yet another new texture for the buggy or something (hence the sparse alpha version).

But when I said "Here are the changes that have been made" and "Here are the maps that are being worked on and tested" and "We just tested these changes and they're great" and "Here are some more changes to look for when you get the patch" and "We have some new game logic worked in" it's because we actually did. We weren't lying. There's more to a mod than just glitzy graphics, as Reborn proved this week (alas they proved it the wrong way!).

Seriously, when I reported that we had a testing session or commented that we were going to change the armor or damage of the light tank, it's because we played with it in an 8 player game and determined that it needed changing, and then made the changes.

I don't report on every little backend thing I do to the site, or when I clean up the code to remove my often-profanic comments, or every time we have a test to try out a new concept, or the fact that the spy will now have his name appear in red, etc. etc. I kinda like to save things up sometimes so I'm not just spamming the Site News section, and I don't report birthdays to the front page. We do that in the off-topic, for the active users, instead of just the front page for the staff.

Anyways, we have real, tangible progress that I've tried to hint at or keep you updated on. My plan was to actually hint at a lot of stuff but not let you know for sure until you played it. We have work on the game done, not just on the glitz. Aircraftkiller's been working on new buildings, we're going to eventually start putting in higher-detailed vehicles for those of you who love the graphics side of things... but we actually have gameplay-affecting changes taking place. WE HAVE BALANS OMG WTF! Yes, balance.

Suffice to say we've got a bunch of weapons being worked on or complete in various stages that we haven't shown, some vehicles, structure work, and some really neat code; and a special little surprise with respect to how our data is stored. But a lot of this you won't see or hear about until the release.

Oh, the non-surprise is that we're moving to n00bstories probably tonight.

Edit: By the way, we DID clear the users who were inactive and I did kill off a lot of shit posts and purge a lot of uploads. And the users who used the forum (hence users, not just registrants like Reborn largely has) came back. If you want I can post the member count statistics for the past

couple months, it makes a nifty graph I can show you. But that'll have to wait for a while. And a bunch of the active people at Reborn are from our forums originally; although a lot of them got sick of things and stopped showing up.

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