
Subject: Re: C&C Renegade -Reborn

Posted by [terminator 101](#) on Mon, 22 May 2006 20:40:23 GMT

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troopr02 wrote on Mon, 22 May 2006 16:01BTW, the current Reborn project is 90% complete and is set to release=max. 1 month

Titan1x77 wrote on Sat, 13 May 2006 23:56Terminator 101 wrote on Fri, 12 May 2006 00:05Looks great. Hopefully it will play as good as it looks.

Just a question, will the mod be done by the end of this year?

not at the rate our current development director (Exdeath) is going...He's quite stubborn, and doesn't want anyone else helping.

I've set up a lot of the LE presets to be a lot more balanced and added as many things I could get my hands on, but the well has run dry, and I don't have anymore source files to add in....

So we are waiting on Ex, which he always has an excuse for why something is taking so long....so ask him when the mod will be done.

In fact....I'm done with Reborn....I see the public waiting and joking about how long it will be...I try to help but I get denied, I was shot down when I 1st asked to help...then after some thinking he "allowed" me to do some limited things. He avoids team members and will eventually kill this mod.

I had done so much over the past 2-3 weeks in terms of getting a public beta ready (which I have enough for now), but was only disappointed in the end with our so-called leader.

I've set up spreadsheets, formulas, set all infantry up in LE, got a few more maps further along, tested and balanced each weapon along with setting up a whole new Armor.ini and apply damage for ammo, etc..etc....only to be avoided and shot down at the request of more source files to add in.

For some reason this has been a long time coming since I tried to merge the two major Renegade mod's Reborn and APB.

After seeing people complain for taking 3,4,5 whatever amount of years you'd say...for some type of release and to have the leader hold back progress was enough for me to call it quits.