
Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Dante](#) on Wed, 20 Feb 2008 05:27:00 GMT
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Ok, before this gets too out of hand, I would like to explain a few things.

First off, late last year I took over control of the mod, since then we have had to completely rebuild the presets, and essentially put the game together.

While we finish up the remaining vehicles, and some core issues with some of the buildings, it was my idea to push out an Infantry Beta to give us a chance to start testing the issues that might be there we haven't caught, as well as start balancing the Infantry side of things.

I am someone who literally hasn't played more then about 1 hours worth of Renegade in the last few years, but today, while playing the version that will most likely go out, it was a LOT of fun by myself, as well as pretty damn good looking for this aged engine. It isn't Crysis, but it looks better then Renegade.

My hat goes off to the Reborn team members that have come and gone, they really did a lot of great work. The only problem was that no one really knew how to do those "final touches", nor take charge and make sure that it actually got built. You can show images and crap all day long, but if it isn't in game, and working as intended, its just eye candy. And up until the point that DarkAngel, Paradox, and myself started getting this into an actual game, that is what it was, eye candy.

I am very confident that you will enjoy what we will be releasing soon, Renardin is just a bit excited that a project he has worked on for so long is finally coming to the public to play, not just see, so excuse his excitement in blasting everywhere all the time "its coming!!!!". When in fact, it is coming within the next two weeks for 100% positivity. We have a fully working install, level editor, game, and dedicated server (LAN mode, working on the other two). Which is plenty for a release.

Thanks for the patience guys, I know this project has been long awaited for, and that is one of the key reasons that I took over the project, to see it finish.
