
Subject: Reborn Release

Posted by [OrcaPilot26](#) on Tue, 06 Jan 2004 21:57:58 GMT

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Sn1per XLRemember renalerts frist beta? yeah it had bugs also im sure reborn will have patches to fix the bugs and im sure over time it will be a great mod.

Lets see, what do they need to do....

1.Redo all the vehicle models so they're under 1500 polys, and retexture them with 512*512 uv mapped textures.

2.Redo most of the buildings and make their own textures

3.Completely overhaul the presets and fix balancing issues

4.Release a Reborn version of the tools

5.Redo the infantry so they actually look like they're from TS

6.Add all the Tiberium plants and animals to create a TS atmosphere

7.Make their own maps with vis and and underground part different from the rest of the map.

8.Fix any remaining gameplay issues as well as adding new weapons.

Yup, it sure would be a good mod
