
Subject: CNC REBORN : BIG UPDATE

Posted by [Renardin6](#) on Wed, 16 Jun 2004 08:02:18 GMT

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I promised to our fans a big update of what we did during this month.

Well, update done and 1 day before what I promised.

<http://www.reborn.communityteam.de/renardin/forum/viewforum.php?f=13>

Subject: CNC REBORN : BIG UPDATE

Posted by [Spice](#) on Wed, 16 Jun 2004 08:46:23 GMT

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Very Nice Job even though I thought we were gonna get a new patch. The orca Fighters Front texture doesnt really look like it was panited on. Not like it matters. Nice job.

Subject: CNC REBORN : BIG UPDATE

Posted by [htmlgod](#) on Wed, 16 Jun 2004 11:08:40 GMT

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Nod artillery still looks... bad. Orca transporter is pretty nice. Stealth tank appears to be made of lava rock, as do many of the other nod vehicles. Juggernaut isn't bad. Just about everything is OK. I'm not sure you guys should be using Westwood weapon models. Besides, your reskins of them look worse. All your weapon reskins look too rusty, as though they were lost under hte sea for several decades.

Subject: CNC REBORN : BIG UPDATE

Posted by [sniper12345](#) on Wed, 16 Jun 2004 11:32:47 GMT

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I think for the windows on the Orca, you could take advantage of the fact that you can see visible characters in vehicles? (Make it transparent and give it a interior)

Subject: CNC REBORN : BIG UPDATE

Posted by [Havoc 89](#) on Wed, 16 Jun 2004 12:06:27 GMT

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WTF!!! you bastards you stole my Chain gun! cock bits!!! how the fuck did you get hold of my chain gun!!!

THIS IS MINE YOU BITCH!!!

<http://www.ta-mod.com/forums/index.php?act=Attach&type=post&id=1890>

<http://www.ta-mod.com/forums/index.php?act=Attach&type=post&id=1891>

EDIT: this is "YOURS"

<http://mods.moddb.com/images/mods/gallery/13745img.jpg>

Subject: CNC REBORN : BIG UPDATE

Posted by [PsycoArmy](#) on Wed, 16 Jun 2004 12:46:56 GMT

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Who modelled it?

They look similar in some parts but dif in other parts.

Subject: CNC REBORN : BIG UPDATE

Posted by [Renardin6](#) on Wed, 16 Jun 2004 12:51:11 GMT

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It's not the same but inspired by it, I saw this pic long time ago.

(btw I am making a TA skin... But still no answer from TA team, well Nod buggy is done. Reborn and TA have the same coz we have same modeler, spartnll)

I found that your model was pretty cool, but couldn't use the same. I asked to one of my modelers something like that. That's all, and a part from mechanism, lots of stuff are different.

For orcas like for gdi apc, I wait some 3ds files to modify the glass and the wheels. (I agree, it sux at it is.)

For atrillery, same stuff, I wait the 3ds to edit a bit.

Hum and if I am not wrong, one of your model is a complete REAL copy of the gun of another mod.

YOUR MODEL :

<http://www.n00bstories.com/image.fetch.php?id=1210229458>

The NE MOD CONCEPT RIFLE :

<http://www.rps.net/NE/SShots/PulseRifleConcept.jpg>

well to learn more about real copies :

<http://www.ta-mod.com/forums/index.php?showtopic=642>

And as your mod leader told on your forum to defend you :

Quote:well.....I think you guys are making a far bigger deal of this than is necessary. I dont really care where havoc got the concept for the rifle, he still made a new model and skin, its not like he stole the model. Would it matter if we were using M-16's and AK-47's? Would we need permission to use those concepts? The answer of course is no. SO long story short, I think the rifle looks cool, and we are still using it. I dont care if his concept did come from another mod, for another game platform, I wont loose any sleep about using it.

OWNED

Subject: CNC REBORN : BIG UPDATE
Posted by [Havoc 89](#) on Wed, 16 Jun 2004 15:04:17 GMT
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if you can read you would know that the mod was gone and they did not use that pulse rifle concept pic at all! nor did they model it! why should i let it goto waste? and i didnt steal it cuz it has not been made!, i was the first one to model and skin it.

and you could have atleast informed me about the Chaingun that you are modeling one very similar to mine.

Subject: CNC REBORN : BIG UPDATE
Posted by [Renardin6](#) on Wed, 16 Jun 2004 15:06:16 GMT
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spartnll knew it.

Well. case closed.

Subject: CNC REBORN : BIG UPDATE
Posted by [Hav0c](#) on Wed, 16 Jun 2004 16:45:27 GMT
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The models do look very similar, you should probably take it as a compliment that someone based there model on yours

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Wed, 16 Jun 2004 16:48:28 GMT

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Transport looks like painted plastic, like a flying toy model.

Harvesters look like they're made of wood.

Kane was taken from Renegade, and it's obvious you took his face texture from a TS video.

That's the same exact Refinery as before. It's crap.

Using Renegade models as permanent replacements because you can't model your own is lame.

Quote:We love our work, and we do it for fun. And honestly, i give a shit about the opinion of some people.

It's sad that you can't seem to improve yourselves AND make something fun. Your loss.

Reborn sucks.

Subject: CNC REBORN : BIG UPDATE

Posted by [KIRBY098](#) on Wed, 16 Jun 2004 16:51:12 GMT

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This is a recording.....

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Wed, 16 Jun 2004 16:54:10 GMT

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And you're spamming, what's your point?

Subject: CNC REBORN : BIG UPDATE

Posted by [KIRBY098](#) on Wed, 16 Jun 2004 17:03:22 GMT

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Predictable as ever. I know how this argument will go.

1. Spelling errors will be noted.
2. Discussion of logic, and how mine is inerrantly flawed, and yours is infallible.
3. Then we will spend 10 pages flaming about Renalert's superiority, and any one else's attempts at modding are worthless because they don't meet WW "standards"
4. Then once we start to make some headway, you will explain about WW giving only you the maps, and how your superior intellect "fixed" thier mistakes

5. Then the discussion will degenerate into a nice little flame war with the 10,000 anti and pro ACK forces and all on-topic and logical thinking will be squashed under the oppressive heel of stupidity.

Enjoy.

That being said, Nice mod Ren, but you need to finish it this century.

Subject: CNC REBORN : BIG UPDATE
Posted by [Aircraftkiller](#) on Wed, 16 Jun 2004 17:09:40 GMT
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It was actually a bit more predictable that you'd come here, spam the topic, and talk about a future that hasn't happened yet.

Unless you believe logical thinking is going into a thread that has nothing to do with you, in a game that you don't modify or know much about, and post a bunch of bullshit.

I salute you, logical one!

Subject: CNC REBORN : BIG UPDATE
Posted by [Hav0c](#) on Wed, 16 Jun 2004 17:14:44 GMT
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AircraftkillerThat's the same exact Refinery as before. It's crap.

No... it's a completely different Model based on the original Westwood concept art...

Once again.. all the Criticism, No Constructive. :rolleyes:

Subject: CNC REBORN : BIG UPDATE
Posted by [KIRBY098](#) on Wed, 16 Jun 2004 17:18:22 GMT
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AircraftkillerIt was actually a bit more predictable that you'd come here, spam the topic, and talk about a future that hasn't happened yet.

Unless you believe logical thinking is going into a thread that has nothing to do with you, in a game that you don't modify or know much about, and post a bunch of bullshit.

I salute you, logical one!

You skipped step one!

OMG , now you've ruined everything.

Subject: CNC REBORN : BIG UPDATE

Posted by [Vitaminous](#) on Wed, 16 Jun 2004 17:25:25 GMT

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AircraftkillerUsing Renegade models as permanent replacements because you can't model your own is lame.

Who said they were permanent? I didn't read any text about them saying: "Hey, all our models are permanent!".

Assuming they're still in beta phase since the arrival of Renardin, I don't see why they wouldn't replace the Renegade models with theirs.

Subject: CNC REBORN : BIG UPDATE

Posted by [Hav0c](#) on Wed, 16 Jun 2004 17:26:34 GMT

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Actually it's on the Reborn forums, that all Renegade models will be replaced before the final is released

Subject: CNC REBORN : BIG UPDATE

Posted by [Vitaminous](#) on Wed, 16 Jun 2004 17:29:25 GMT

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If AoD said that, I don't trust him, if Renardin said that, then I believe him.

Subject: CNC REBORN : BIG UPDATE

Posted by [Joey232k1](#) on Wed, 16 Jun 2004 17:34:00 GMT

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actually aircraft i knew you would come here, if its anything about a mod that isn't yours sure enough you would be here with someting to say about it! thats seriously all you do, your the spammer dude, you say every mod but renalert is crap. Its a mod and its free!

Subject: CNC REBORN : BIG UPDATE

Posted by [KIRBY098](#) on Wed, 16 Jun 2004 17:36:36 GMT

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Step 3 in progress.....

Subject: CNC REBORN : BIG UPDATE

Posted by [Slicer_238](#) on Wed, 16 Jun 2004 17:36:53 GMT

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DethHav0cAircraftkillerThat's the same exact Refinery as before. It's crap.

No... it's a completely different Model based on the original Westwood concept art...

Once again.. all the Criticism, No Constructive. :rolleyes:

First, that chain gun makes me happy. =O

Second, Aircraftkiller if you want to go into errors I've found vis errors on YOUR maps in RenAlert so not everything is perfect.

Third, Like Kirby said hurry up the current released beta is lame.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Wed, 16 Jun 2004 17:45:36 GMT

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Vis errors have nothing to do with this thread, they're minor problems that ALL levels get if they run visibility solving.

That isn't a completely different Refinery. It's the same one they used for the past two years.

Quote:f its anything about a mod that isn't yours sure enough you would be here with someting to say about it!

Well, yeah. That's the point of the forum, to comment on things.

Subject: CNC REBORN : BIG UPDATE

Posted by [KIRBY098](#) on Wed, 16 Jun 2004 17:52:50 GMT

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AircraftkillerUnless you believe logical thinking is going into a thread that has nothing to do with you, in a game that you don't modify or know much about, and post a bunch of bullshit.

I salute you, logical one!

Aircraftkiller That's the point of the forum, to comment on things.

I like when you make my points for me. It really speeds things up.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Wed, 16 Jun 2004 17:55:07 GMT

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Nice work taking it out of context. When I said "comment on things," I was obviously referring to "comment on mods and conversions."

Which you're not doing. Do I really need to have the administration remove posting abilities for you in the mod forum because you can't contain yourself?

Subject: CNC REBORN : BIG UPDATE

Posted by [Jaspah](#) on Wed, 16 Jun 2004 18:01:06 GMT

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Pffft, if you don't have anything nice to say about Reborn. (How about some constructive criticism?)

DON'T SAY ANYTHING AT ALL!

Subject: CNC REBORN : BIG UPDATE

Posted by [KIRBY098](#) on Wed, 16 Jun 2004 18:01:58 GMT

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AircraftkillerNice work taking it out of context. When I said "comment on things," I was obviously referring to "comment on mods and conversions."

Which you're not doing. Do I really need to have the administration remove posting abilities for you in the mod forum because you can't contain yourself?

Why not.

And I would assume that since you can't resist posting "REBORN SUCKS" in a legitimate topic for one of the three last remaining mods for this dead game that the same would go for you?

Oh wait. You mean "Do I really need to abuse the privledges as a BHS member I have, again?" so I guess that WOULDN'T apply to you.

You shouldn't refer to yourself in the third person like that.

Subject: CNC REBORN : BIG UPDATE
Posted by [Shappy](#) on Wed, 16 Jun 2004 18:02:34 GMT
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AircraftkillerTransport looks like painted plastic, like a flying toy model.

you'll need to add dirt marks to remove the "toy" vision.. is that what you mean?

Subject: CNC REBORN : BIG UPDATE
Posted by [Aircraftkiller](#) on Wed, 16 Jun 2004 18:05:01 GMT
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Quote:And I would assume that since you can't resist posting "REBORN SUCKS" in a legitimate topic for one of the three last remaining mods for this dead game that the same would go for you?

Notice I said more than that. Reborn sucks was a comment that I felt was necessary to hammer in my point, while they may keep making a bunch of updates, it's still crap.

Quote:Oh wait. You mean "Do I really need to abuse the admin priveledges I have again?" so I guess that WOULDN'T apply to you.

It wouldn't, because I don't have administrative access. :rolleyes:

Subject: CNC REBORN : BIG UPDATE
Posted by [KIRBY098](#) on Wed, 16 Jun 2004 18:10:24 GMT
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AircraftkillerIt wouldn't, because I don't have administrative access. :rolleyes:

Yes, I realize that. I edited it 2 minutes prior to your post.

Subject: CNC REBORN : BIG UPDATE
Posted by [smwScott](#) on Wed, 16 Jun 2004 18:36:40 GMT
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Reborn is coming along nicely. It's a big improvement from the current beta, but in my opinion the major problem with the mod lies in balance not graphics. Let's face it, no mod for the Renegade engine is going to have incredible graphics by today's standards, so while it's certainly good to improve your models, I hope you fixed some of the stupidly overpowering units first. Overall I think Reborn's going to be a very high quality mod, but graphics are not it's biggest problem at this point and I haven't seen many updates about balance changes.

Subject: CNC REBORN : BIG UPDATE

Posted by [Hav0c](#) on Wed, 16 Jun 2004 18:36:54 GMT

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ShappyAircraftkillerTransport looks like painted plastic, like a flying toy model.

you'll need to add dirt marks to remove the "toy" vision.. is that what you mean?

Stop trying to make his completely un-helpful comments into Constructive Criticism. AK the only point you "hammered in" was that your childish.

Your working towards bettering the Renegade community, so is the reborn team, if you think something is crap, don't just say its crap, give a reason, then maybe they will know what your talking about and change it, which is what you wanted in the first place yes?

Subject: CNC REBORN : BIG UPDATE

Posted by [PermaGrin](#) on Wed, 16 Jun 2004 18:48:34 GMT

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AircraftkillerUsing Renegade models as permanent replacements because you can't model your own is lame.

those are not permanent and even if i have to, i will make the models to replace them myself.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Wed, 16 Jun 2004 18:59:14 GMT

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Quote:Your working towards bettering the Renegade community, so is the reborn team, if you think something is crap, don't just say its crap, give a reason, then maybe they will know what your talking about and change it, which is what you wanted in the first place yes?

Well, if you learned to read a bit better, you'd realize I said most of it was crap because it's plastic looking.

So, to make it not look like plastic, the obvious solution is to make it look like metal.

Subject: CNC REBORN : BIG UPDATE

Posted by [Hav0c](#) on Wed, 16 Jun 2004 19:14:46 GMT

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Yes that would be the solution but we're all mentally inadequate compared to you remember

Subject: CNC REBORN : BIG UPDATE
Posted by [KIRBY098](#) on Wed, 16 Jun 2004 19:17:06 GMT
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There's another solution.

Ignore him. Does it really matter what he thinks?

Subject: CNC REBORN : BIG UPDATE
Posted by [Deactivated](#) on Wed, 16 Jun 2004 19:24:35 GMT
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KIRBY098There's another solution.

Ignore him. Does it really matter what he thinks?

This might help.

Subject: CNC REBORN : BIG UPDATE
Posted by [mrpirate](#) on Wed, 16 Jun 2004 19:28:41 GMT
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Havoc 89: Unreal Tournament 200x called, it wants its chaingun back.

Subject: CNC REBORN : BIG UPDATE
Posted by [Spice](#) on Wed, 16 Jun 2004 20:42:28 GMT
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Hmm? The Refinery looks like crap. I agree with that. If it had a better base texture it wouldn't look so bad. Everything except those westwood edited weapons are good.

Subject: CNC REBORN : BIG UPDATE
Posted by [Aircraftkiller](#) on Wed, 16 Jun 2004 20:54:22 GMT
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KIRBY098There's another solution.

Ignore him. Does it really matter what he thinks?

Why don't you start by not contradicting yourself?

Subject: CNC REBORN : BIG UPDATE

Posted by [Renardin6](#) on Wed, 16 Jun 2004 23:01:45 GMT

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STFU ACK !

I show you how you are wrong !

We will use some Renegade models on next Beta. BUT AT THE END, ONLY OUR MODELS WILL BE IN GAME.

Here is the new ramjet model, as 20 other weapons, It's already done...

SO you see, stop smoking your carpet !!!

(hey OMG you use renegade heal gun on RENALERT... lol !!! Look at your engineer weapons...)

And for my TONKA TOYS, I LOVE THEM !!! (before say something about my textures, look at yours.)

Well don't lose time to answer, with what you wrote, you are already owned, cya bitch.

And don't tell me 'Reborn sucks' is a constructive criticism. moron !

Quote:So, to make it not look like plastic, the obvious solution is to make it look like metal.

well about that... Look at your MCV... And plastic is different from my models... rofl, I think need you another screen or better glasses or another brain... FUCK OFF !!! YOU HEAR THAT, I PISS ON YOU !!!! I LAUGH AT YOU !!! DICKHEAD !!!

Well most of your lies are not true... ROFL

now you create your own quote about me... Lame bitch !!

I am talking about that :

Quote:We love our work, and we do it for fun. And honestly, i give a shit about the opinion of some people.

Once again, you smoked your carpet and finished with the carpets of somebody else. You are a moron who has no life, no purpose, nothing to do ! I LAUGH AT YOU AND YOUR NEXT POSTS !!! ROFLMAO !!! U LAME !!!!

Hey man, try this : <http://www.lmighthavenolife.com/findmealifeplz/index.php>

Subject: CNC REBORN : BIG UPDATE

Posted by [PermaGrin](#) on Wed, 16 Jun 2004 23:41:24 GMT

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stop worrying about one person saying it sucks. this community blows. nothing but people aruging, complaining. and flaming each other. ill be damned the day i see everyone helping eachother to try and better this game. some people in this community will be put in there place once this game finishes swirling down the toilet.

Subject: CNC REBORN : BIG UPDATE

Posted by [xptek_disabled](#) on Wed, 16 Jun 2004 23:50:53 GMT

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This makes me sick. Cya everyone, have a nice life.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Wed, 16 Jun 2004 23:56:50 GMT

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Quote:STFU ACK !

I show you how you are wrong !

We will use some Renegade models on next Beta. BUT AT THE END, ONLY OUR MODELS WILL BE IN GAME.

Here is the new ramjet model, as 20 other weapons, It's already done...

SO you see, stop smoking your carpet !!!

lol? Smoking carpet?

That "ramjet" doesn't look like an evolution of the original weapon. It looks like something previous to its current version.

Quote:(hey OMG you use renegade heal gun on RENALERT... lol !!! Look at your engineer weapons...)

They're placeholders. The Engineer won't be using anything near that "repair gun."

Quote:And for my TONKA TOYS, I LOVE THEM !!! (before say something about my textures, look at yours.)

I did look at mine, seeing as how I had to look at them to make them. The big difference between what I make, and what you do, is that my stuff looks like metal when it's supposed to be metal. Yours looks like plastic and Tonka toys for preschoolers.

Quote:Well don't lose time to answer, with what you wrote, you are already owned, cya bitch.

Is it just me, or do people who say "i own you, I won this, I'm the best, you suck at arguing, etc" really have little to say in the way of substantial arguments?

Quote:And don't tell me 'Reborn sucks' is a constructive criticism. moron !

The rest of it was. I never said "Reborn sucks" is constructive, it's just truthful. Reborn sucks, and most of us know it.

Quote:well about that... Look at your MCV... And plastic is different from my models... rofl, I think need you another screen or better glasses or another brain... FUCK OFF !!! YOU HEAR THAT, I PISS ON YOU !!!! I LAUGH AT YOU !!! DICKHEAD !!!

I'm going to add what you say to a quote database. This hilarious. "FUCK OFF, YOU HEAR THAT I PISS ON YOU I LAUGH AT YOU DICHEAD!!!"

You sound like the next Oz2004 with "I DESLIKE YOU."

The MCV looks like metal. What's your point? It's not final, either. The MCV will be redone in time for single player and DFMCV levels.

Quote:Once again, you smoked your carpet and finished with the carpets of somebody else. You are a moron who has no life, no purpose, nothing to do ! I LAUGH AT YOU AND YOUR NEXT POSTS !!! ROFLMAO !!! U LAME !!!!

I didn't make any quote about you. That was from Angel of Dawn, who seemingly speaks for your entire team.

I smoke carpets, though? lol WTF is that supposed to mean?

I have no life? Well, I'm living... I happen to enjoy my life, I visit the beach often and relax when I'm not working. I do what I want and I'm happy. I think that's a better alternative to telling people they smoke carpets online.

I think you need some medication. Are you that fucked up in reality?

Subject: CNC REBORN : BIG UPDATE

Posted by [Sir Phoenixx](#) on Thu, 17 Jun 2004 00:19:04 GMT

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Renardin6

Quote:So, to make it not look like plastic, the obvious solution is to make it look like metal.

well about that... Look at your MCV...

That's the second time that I've seen you refer to the MCV as being his. :rolleyes:

Plus, there's nothing on the MCV that looks like plastic that shouldn't.

You're also doing the EXACT SAME THING that you're attacking Aircraftkiller for, but you're only doing it as revenge, solely because his opinion is different from yours, and in a bratty n00b-like incoherent manner "OMFG SHTUFP!11! UR OPINONS R RONG!!11 UR MCV SUKS!OMGDICKHEAD!ONT!11 etc."

Subject: CNC REBORN : BIG UPDATE

Posted by [smwScott](#) on Thu, 17 Jun 2004 03:46:23 GMT

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This whole fucking "community" is so immature it's not even funny, well it's a little funny.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Thu, 17 Jun 2004 04:23:44 GMT

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Thanks for illustrating your own point for us...

Subject: CNC REBORN : BIG UPDATE

Posted by [KIRBY098](#) on Thu, 17 Jun 2004 16:48:30 GMT

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AircraftkillerKIRBY098There's another solution.

Ignore him. Does it really matter what he thinks?

Why don't you start by not contradicting yourself?

You first, my conflicted young counterpart.

Subject: CNC REBORN : BIG UPDATE

Posted by [Demolition man](#) on Thu, 17 Jun 2004 20:10:14 GMT

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Some things never change....

Subject: CNC REBORN : BIG UPDATE

Posted by [Fabian](#) on Thu, 17 Jun 2004 20:57:11 GMT

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Let Ack have this one. Arguing online makes him feel like a big man, and it eases the pain of his pathetic life.

Ack loves RenAlert and RenAlert loves him...they complete eachother's sentences, and once it becomes legal in Florida, he's going to get married to it. If you bash RenAlert, you are attacking his only reason to live.

Holy crap, did I type that out loud?

Subject: CNC REBORN : BIG UPDATE

Posted by [Vitaminous](#) on Thu, 17 Jun 2004 21:03:38 GMT

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Demolition manSome things never change....

Your n00biness for example.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Thu, 17 Jun 2004 22:04:44 GMT

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Quote:Let Ack have this one. Arguing online makes him feel like a big man, and it eases the pain of his pathetic life.

What pain? I'm quite happy, thank you. Arguing with idiots is fun.

And yes, I happen to be a big man. I am 6'8.

Quote:Ack loves RenAlert and RenAlert loves him...they complete eachother's sentences, and once it becomes legal in Florida, he's going to get married to it. If you bash RenAlert, you are attacking his only reason to live.

Ignorance seems to be your specialty.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Thu, 17 Jun 2004 22:05:59 GMT

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Forum screwed up and made two posts.

Subject: CNC REBORN : BIG UPDATE
Posted by [Javaxcx](#) on Thu, 17 Jun 2004 22:21:50 GMT
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Demolition manSome things never change....

When are you going to stop being Dutch. It's growing old. :\

Subject: CNC REBORN : BIG UPDATE
Posted by [Shappy](#) on Thu, 17 Jun 2004 22:56:03 GMT
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JavaxcxDemolition manSome things never change....

When are you going to stop being Dutch. It's growing old. :\

what is there so Dutch about?

Subject: CNC REBORN : BIG UPDATE
Posted by [xpontius](#) on Thu, 17 Jun 2004 23:28:23 GMT
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Tib Sun was my first PC game after purchasing my comp, and I have to agree with some people that some of the the models especially Nod's vehicles are disappointing. I think some of the GDI vehicles look like they've had the work put into them, but Nod is getting the short straw. Artillery doesnt deploy, yet that doesnt give reason to leave out the closed deploy arms on the side, stealth tank looks like the tracks became responsible for holding up tons and tons of weight and arent far back enough. Harvesters proportions and color looks off. If you have ss of ingame visualizations, prove me wrong, Just my 2 cents.

Subject: CNC REBORN : BIG UPDATE
Posted by [Titan1x77](#) on Thu, 17 Jun 2004 23:44:05 GMT
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SEALLet Ack have this one. Arguing online makes him feel like a big man, and it eases the pain of his pathetic life.

Ack loves RenAlert and RenAlert loves him...they complete eachother's sentences, and once it becomes legal in Florida, he's going to get married to it. If you bash RenAlert, you are attacking his only reason to live.

Holy crap, did I type that out loud?

Subject: CNC REBORN : BIG UPDATE

Posted by [sniper12345](#) on Fri, 18 Jun 2004 08:17:46 GMT

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AircraftkillerIt was actually a bit more predictable that you'd come here, spam the topic, and talk about a future that hasn't happened yet.

Unless you believe logical thinking is going into a thread that has nothing to do with you, in a game that you don't modify or know much about, and post a bunch of bullshit.

I salute you, logical one!

Now kids, 2 wrongs don't make a right!

Subject: CNC REBORN : BIG UPDATE

Posted by [Sn1per XL](#) on Fri, 18 Jun 2004 08:49:13 GMT

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no....but it makes you feel better.

Subject: CNC REBORN : BIG UPDATE

Posted by [Renardin6](#) on Fri, 18 Jun 2004 11:04:20 GMT

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lol

Subject: CNC REBORN : BIG UPDATE

Posted by [Renardin6](#) on Fri, 02 Jul 2004 12:04:39 GMT

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Havoc 89WTF!!! you bastards you stole my Chain gun! cock bits!!! how the fuck did you get hold of my chain gun!!!

THIS IS MINE YOU BITCH!!!

EDIT: this is "YOURS"

UT2K4 WEAPON :

You copy all your weapons from existing models of other game...

Subject: CNC REBORN : BIG UPDATE

Posted by [PermaGrin](#) on Fri, 02 Jul 2004 14:21:23 GMT

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i beleive havoc drooped the arguement, no need to continue it. i have even talked with him after the fact over AIM, he holds no "ill will" towards it anymore.

Subject: CNC REBORN : BIG UPDATE

Posted by [Naamloos](#) on Fri, 02 Jul 2004 14:48:33 GMT

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JavaxcxWhen are you going to stop being Dutch. It's growing old. :\

I am dutch, so? Tell me what is wrong with being dutch...

Subject: CNC REBORN : BIG UPDATE

Posted by [KIRBY098](#) on Fri, 02 Jul 2004 14:49:46 GMT

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NaamloosJavaxcxWhen are you going to stop being Dutch. It's growing old. :\

I am dutch, so? Tell me what is wrong with being dutch...

The shoes, and what's up those flying nuns?

Subject: CNC REBORN : BIG UPDATE

Posted by [Javaxcx](#) on Fri, 02 Jul 2004 14:56:35 GMT

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NaamloosJavaxcxWhen are you going to stop being Dutch. It's growing old. :\

I am dutch, so? Tell me what is wrong with being dutch...

It's nothing personal. Me and Dorkman just have a habit of insulting one another for fun's sake.

Subject: CNC REBORN : BIG UPDATE

Posted by [BabyCatjuhh](#) on Fri, 02 Jul 2004 14:57:48 GMT

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KIRBY098NaamloosJavaxcxWhen are you going to stop being Dutch. It's growing old. :\

I am dutch, so? Tell me what is wrong with being dutch...

The shoes, and what's up those flying nuns?

Flying nuns? wtf? and thooe shoes.. no-one wears those here.. except some really old farmers who are used to them :/ thanks to those people they kind of became a trademark for The Netherlands. pretty stupid if you ask me -.-

Subject: CNC REBORN : BIG UPDATE

Posted by [KIRBY098](#) on Fri, 02 Jul 2004 15:31:20 GMT

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No one has any issues with the Dutch, other than the choice to build civilian areas below water.

Demo-girl is dutch, and an ass so we regularly harass him.

Subject: CNC REBORN : BIG UPDATE

Posted by [Doitle](#) on Fri, 02 Jul 2004 15:33:19 GMT

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Hey Renardin don't give up. I think it's looking pretty good. Let Ack hold his opinions of your stuff. If you like your textures. That's all that matters. Unless your making the Reborn mod solely for Ack hold his opinions with a grain of salt.

And seriously, I don't know of any other forum communities that are this volatile... If any of you guys play Sim City 4. Head on over to <http://www.simtropolis.com> . They have forums there. They are the mellowist, nicest, most laid back community ever. You go on there and post your building you get Nothing but constructive criticism. They all help each other. And Sim City 4 is now way different from the original game we bought. Just like what were doing with Renegade. I bet if we all acted like that, we'd have rewritten the W3D engine by now. lol.

Subject: CNC REBORN : BIG UPDATE

Posted by [Renardin6](#) on Fri, 02 Jul 2004 15:56:32 GMT

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But we are a nice community if you remove one thing... (-> ack's behaviour)

Thank you for your support. I do this mod for fun and for something else :

Bring you a mod that will give you pleasure as much as Renegade.

The poorly crafted shit mod progress every day

Subject: CNC REBORN : BIG UPDATE

Posted by [jd422032101](#) on Fri, 02 Jul 2004 16:05:49 GMT

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Renardin6But we are a nice community if you remove one thing... (-> ack's behaviour)

Thank you for your support. I do this mod for fun and for something else :

Bring you a mod that will give you pleasure as much as Renegade.

The poorly crafted shit mod progress every day

: D i love your poorly crafted shi*

Subject: CNC REBORN : BIG UPDATE

Posted by [spreegem](#) on Fri, 02 Jul 2004 16:19:40 GMT

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Ok, I have an idea, but people may not like it. For only one month (if this is possible) ban the person(s) responsible for all the flammage and see if everything is fine while that person is banned, if not then that person is apparently not the problem. One problem, how can we tell who is starting the flammage? A vote?

I am awating the flames from whoever disagrees with my post, and you know what, I don't care, it's just a game, and this is just a forum nothing really matters in the long run.

Subject: CNC REBORN : BIG UPDATE

Posted by [Doitle](#) on Fri, 02 Jul 2004 17:15:49 GMT

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lol a vote on who starts flames? Do you know how much flaming will go on there? lol.

These forums will be just like Montana in the dry season.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Fri, 02 Jul 2004 17:16:49 GMT

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Who cares about what started what? Just stop the "omg he falmed me omg it huarts so much im leaveing teh cominutai" posts and fix your stupid "mod" that few people even care to play now.

Subject: CNC REBORN : BIG UPDATE
Posted by [Renardin6](#) on Fri, 02 Jul 2004 18:14:10 GMT
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is there a fix to remove you from this community ? dumbass.

Subject: CNC REBORN : BIG UPDATE
Posted by [Aircraftkiller](#) on Fri, 02 Jul 2004 18:46:53 GMT
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No, but that doesn't solve the problem of Reborn being shit.

Subject: CNC REBORN : BIG UPDATE
Posted by [sniper12345](#) on Fri, 02 Jul 2004 18:50:10 GMT
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Renardin6 is there a fix to remove you from this community ? dumbass.

lol, keep all the talent, but remove the person...

Subject: CNC REBORN : BIG UPDATE
Posted by [SuperFlyingEngi](#) on Fri, 02 Jul 2004 18:50:53 GMT
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Dude, Reborn's not shit, it used to be, but it isn't any more. Wait until the next version is released before you go bashing something that I believe is roughly a year old. You know what is shit?

Commando - They've never released anything publicly yet, all the models look terrible except the ones made by Westwood, and it seems like 9/10 of their time is spent figuring out how to use crappy effects like specular whose only apparent purpose is making models look worse.

Subject: CNC REBORN : BIG UPDATE
Posted by [Renardin6](#) on Fri, 02 Jul 2004 18:54:02 GMT
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I think we shouldn't judge any work before final version... Remember first Renalert or Reborn Beta ?

Wait and see.

Subject: CNC REBORN : BIG UPDATE

Posted by [SuperFlyingEngi](#) on Fri, 02 Jul 2004 18:57:49 GMT

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Well, if you're going to post models, those are supposed to be criticized. But a couple models can't show what a whole mod is going to be like, unless of course it's Commando, in which case they only have made a couple models, all of which suck, and the only real good asset they have is the Flame Tank they got from Westwood. And Renardin does have a point about the first RenAlert beta.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 01:15:59 GMT

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Except all four Reborn betas blew ass for well over a year.

Subject: CNC REBORN : BIG UPDATE

Posted by [SuperFlyingEngi](#) on Sat, 03 Jul 2004 02:13:12 GMT

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There were 4...?

And they really weren't as bad as you said they were. Yes, they had bugs, but THAT IS WHAT BETAS ARE FOR! And now most of the models have been revamped and supposedly many of the bugs have been fixed, but apparently it still suxz0rs in your eyes.

Subject: CNC REBORN : BIG UPDATE

Posted by [PointlessAmbler](#) on Sat, 03 Jul 2004 02:49:07 GMT

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I must say I have to agree, the beta released around Christmas was total crap. Here is a list of my grievances with that beta:

- Subterranean units didn't work on all maps, and sometimes didn't work on maps that they should have, and the units were still there on maps where they didn't work
- Whole subterranean system was very clunky anyway (magically teleport underground? WTF? And if you try to come up from underground under a building, you end up ON TOP OF the building?)
- Same problem with Juggernaut (doesn't deploy)
- Hover MRLS has terrible steering, making it very difficult to control
- Orcas too fast to be able to control properly, and they have a chaingun...
- Orca Bombers waaaay too powerful and can kill someone (in one hit, mind you!) repairing in the deepest underground section of building
- Harpies can fire missiles...

- Banshees are practically useless
- Stealth Tanks can win a head on fight with a Titan without having to even use their stealth as an advantage (no hit and run tactics required!)
- Wolverines are clunky and slow
- Jumpjet guys can easily destroy most vehicles
- One of the Nod infantry classes has a pistol that fires three times as fast as a normal pistol for some reason
- GDI defenses blow ass and can easily be wiped out by free Nod Rocket Soldiers
- Have to jump to get out of a couple of buildings
- The RPG launcher fires a tank cannon :/
- Vulcan Cannons have difficulty hitting anything
- Lasers and the Obelisk can attack aircraft
- Tick Tank doesn't have a deploy function
- Artillery doesn't have a deploy function
- What's up with all the infantry you made up?
- Cyborg Commando can survive a 300 foot drop and still have 100 health left
- Cluster Missile is a poorly-altered Nuke
- Light Infantry damage is pathetic, just like in Renegade
- Mammoth Mark II has difficulty leaving its own base, the gates are too small for it and it often gets 'caught' on the Harvester

THAT is what's wrong with Reborn. Get that all fixed and put out an enjoyable game before working on making everything look fancy.

Subject: CNC REBORN : BIG UPDATE
Posted by [bigejoe14](#) on Sat, 03 Jul 2004 03:32:10 GMT
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Quote:There were 4...?
Internal

Subject: CNC REBORN : BIG UPDATE
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 05:03:11 GMT
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Which I all had... And it's not a year old. Reborn is close to two years old AND IT STILL SUCKS.

The beta out right now is just as bad, if not worse than the four internal releases before it.

Subject: CNC REBORN : BIG UPDATE
Posted by [icedog90](#) on Sat, 03 Jul 2004 06:41:21 GMT
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PointlessAmbler(The entire list of Reborn bugs)

Lmao, you said it.

Subject: CNC REBORN : BIG UPDATE
Posted by [Renardin6](#) on Sat, 03 Jul 2004 07:39:00 GMT
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there is no new beta since xmas... wtf are you talking about ack ? Most of your dreams aren't true... roflmao Next Reborn beta will show to all how you are wrong... And about this bug list, I think all those things are fixed or will be for the next beta.

Subject: CNC REBORN : BIG UPDATE
Posted by [Alkaline](#) on Sat, 03 Jul 2004 07:45:58 GMT
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ACK, wait for the next version, you keep saying it is shit, but they are fixing it so why are you fighting with reborn when the know thier are bugs to be fixed? :rolleyes:

Subject: CNC REBORN : BIG UPDATE
Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 08:18:53 GMT
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Because they didn't fix anything for well over a year. Renardin, if you could actually read, you'd notice I said there were four beta versions BEFORE the "current" release that's shitting up the Internet.

I don't care about what you say, until you prove that it gets finished, looks and plays decent - you're still full of crap.

Subject: CNC REBORN : BIG UPDATE
Posted by [Renardin6](#) on Sat, 03 Jul 2004 09:21:24 GMT
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Are you the leader of Reborn ? no
Do you work on it or know what we have done ? no

That's self-explanatory....

Subject: CNC REBORN : BIG UPDATE
Posted by [Shappy](#) on Sat, 03 Jul 2004 10:14:51 GMT

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another damn bug from Reborn..:

- You can run over with vehicles on Cyborgs and cyborg commando

-You can run over yourself in a vehicle, this happened to me when I was inside my own vehicle, I ran over myself while inside vehicle, and the vehicle was empty and ready for the next use..

Subject: CNC REBORN : BIG UPDATE

Posted by [Hav0c](#) on Sat, 03 Jul 2004 11:55:50 GMT

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They know all those... this isn't a bug reporting forum.

Subject: CNC REBORN : BIG UPDATE

Posted by [Renardin6](#) on Sat, 03 Jul 2004 12:24:00 GMT

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Shappyanother damn bug from Reborn..:

- You can run over with vehicles on Cyborgs and cyborg commando

-You can run over yourself in a vehicle, this happened to me when I was inside my own vehicle, I ran over myself while inside vehicle, and the vehicle was empty and ready for the next use..

??? lol... why are you talking about the old crap beta ???

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 13:11:39 GMT

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Renardin6Are you the leader of Reborn ? no
Do you work on it or know what we have done ? no

That's self-explanatory....

Yeah, it means "no one knows what you're doing like the last time, so Reborn's probably going to suck again."

Subject: CNC REBORN : BIG UPDATE

Posted by [OnfireUK](#) on Sat, 03 Jul 2004 13:48:45 GMT

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j4S[p]Pffft, if you don't have anything nice to say about Reborn. (How about some constructive criticism?)

DON'T SAY ANYTHING AT ALL!

Isnt that a quote from bambi

Anyway, getting to the point, I went to your forums and checked some of the stuff out, and it has improved quite a lot but I think ACK is right about the textures looking like plastic...
Although he doesnt have a very nice way of getting his point across

Subject: CNC REBORN : BIG UPDATE
Posted by [Steppo](#) on Sat, 03 Jul 2004 14:07:01 GMT
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Renardin6there is no new beta since xmas...

Interesting to note that you guy originally claimed that there would be NO beta. The only public release would be the FULL, bug-free version.

Renardin6
Next Reborn beta will show to all how you are wrong...

Meh, you said that six betas ago.

Subject: CNC REBORN : BIG UPDATE
Posted by [Renardin6](#) on Sat, 03 Jul 2004 16:19:30 GMT
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SteppoRenardin6there is no new beta since xmas...

Interesting to note that you guy originally claimed that there would be NO beta. The only public release would be the FULL, bug-free version.

Renardin6
Next Reborn beta will show to all how you are wrong...

Meh, you said that six betas ago.

Steppo : liar.

lol @ you

Subject: CNC REBORN : BIG UPDATE

Posted by [PointlessAmbler](#) on Sat, 03 Jul 2004 17:31:37 GMT

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Nice try, but Angel of Dawn said exactly that last year.

And there's been absolutely no proof that you've done any work whatsoever on fixing the bugs and balance issues that make the game almost unplayable. Gameplay before graphics.

Subject: CNC REBORN : BIG UPDATE

Posted by [U927](#) on Sat, 03 Jul 2004 19:42:53 GMT

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Now Renardin is turning just as bad as Angel of Dawn. He doesn't even make an attempt to argue back at Steppo, he simply calls him a "liar", doesn't even try to refute him.

Renardin6 lol @ you

Honestly, now you are making yourself look more like a retard.

Subject: CNC REBORN : BIG UPDATE

Posted by [smwScott](#) on Sat, 03 Jul 2004 21:27:14 GMT

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Why should Renardin have to defend his mod to anyone? As far as I know there have only been 5 betas, so saying that he said something 6 betas ago is incorrect. Also, 4 of the betas were internal, which means they're irrelevant. If you got ahold of internal betas from any mod then you could say a lot of shit about it. The public beta that was released at Christmas was a rushed POS, and could have been a lot better if they had kept it inhouse for a month. That was a mistake, but if they can fix it then that's great.

If Renardin is as bad as Angel of Dawn was, then Angel of Dawn wasn't too bad. He's handling himself a lot better than I would if I was constantly badgered everytime I posted a progress report. Actually, I would probably just ignore it, but if I did respond it wouldn't be as polite as he is.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Sat, 03 Jul 2004 21:42:28 GMT

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They are relevant because almost all the "betas" are the same as the shitty current release.

Subject: CNC REBORN : BIG UPDATE

Posted by [icedog90](#) on Sat, 03 Jul 2004 21:55:50 GMT

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Reborn is trying so much to make their models look nice, and are not showing any proof of fixing the gameplay. A really nice looking game/mod with poor gameplay is incredibly useless...

Their models have been improved, but most of them still look like shit.

Subject: CNC REBORN : BIG UPDATE

Posted by [Steppo](#) on Sat, 03 Jul 2004 22:00:57 GMT

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Renardin6

Steppo : liar.

lol @ you

I'd point to AoD's original statement that their first public release was going to be completely bug free and whatnot, but I'm too lazy to care.

The "six betas ago" was called cynical humor. But the point gets across. Every beta that has been released in any form was supposed to fix "x" number of bugs, yet we're still seeing every damn bug in the game left over from the US internal beta days.

Though I must admit, i can't bash Renardin as much as I bashed AoD. Renardin actually has a sense of humor. Damn. THWARTED AGAIN.

Subject: CNC REBORN : BIG UPDATE

Posted by [Renardin6](#) on Sun, 04 Jul 2004 15:11:00 GMT

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smwScottWhy should Renardin have to defend his mod to anyone? As far as I know there have only been 5 betas, so saying that he said something 6 betas ago is incorrect. Also, 4 of the betas were internal, which means they're irrelevant. If you got ahold of internal betas from any mod then you could say a lot of shit about it. The public beta that was released at Christmas was a rushed POS, and could have been a lot better if they had kept it inhouse for a month. That was a mistake, but if they can fix it then that's great.

If Renardin is as bad as Angel of Dawn was, then Angel of Dawn wasn't too bad. He's handling himself a lot better than I would if I was constantly badgered everytime I posted a progress report. Actually, I would probably just ignore it, but if I did respond it wouldn't be as polite as he is.

Thank you. Some intelligent people here.

I think I will start ignoring ack again during some time. I am 23... Don't have any more fun with

him... It was funny, now it's boring.

But I don't give up. I will bring you a fucking good mod.

Quote:Though I must admit, i can't bash Renardin as much as I bashed AoD. Renardin actually has a sense of humor. Damn. THWARTED AGAIN. --> thank you

I don't take anything seriously here... I am here for the fun and the pleasure of modding. But don't say what I don't say like ack does... Doing something with pleasure and fun is good way of doing some good work. When you don't have pleasure @ what you do, you do the things on a wrong way.

Even if your work is shit, if you enjoy doing it, just go on and ignore the stupids comments of some retards. We are here for the pleasure of a game and its mods, nothing else and don't forget :

Life is too short to be serious !!! Make humor, not war !!!

OMG OMG RENARDIN U SUXXORZ BY POSTING THAT SMURF PIC U CONTRADICT YASELF U DUMB !!!

Quote:I think I will start ignoring ack again during some time. I am 23... Don't have any more fun with him... It was funny, now it's boring.

---> can't be serious as I said... This is why I make a poorly crafted shit mod and will play the poorly crafted shit and love it and take bath with it

Subject: CNC REBORN : BIG UPDATE
Posted by [Aircraftkiller](#) on Sun, 04 Jul 2004 16:41:25 GMT
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That's because you're an idiot, I'm glad you can illustrate my point for me..

Subject: CNC REBORN : BIG UPDATE
Posted by [icedog90](#) on Sun, 04 Jul 2004 23:39:49 GMT
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Renardin6

But I don't give up. I will bring you a fucking good mod.

You always promise us that this mod will be "a fucking good mod", and yet you later say "I will release this mod as poorly crafted shit and I don't care."

Subject: CNC REBORN : BIG UPDATE

Posted by [Renardin6](#) on Mon, 05 Jul 2004 09:59:57 GMT

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icedog90Renardin6

But I don't give up. I will bring you a fucking good mod.

You always promise us that this mod will be "a fucking good mod", and yet you later say "I will release this mod as poorly crafted shit and I don't care."

lol... When I say poorly crafted shit, it's ironic.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Mon, 05 Jul 2004 18:10:47 GMT

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No, it isn't. It's you being stupid.

Subject: CNC REBORN : BIG UPDATE

Posted by [Renardin6](#) on Mon, 05 Jul 2004 18:19:30 GMT

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Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Mon, 05 Jul 2004 18:59:23 GMT

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Looks like another plastic Tonka toy...

Subject: CNC REBORN : BIG UPDATE

Posted by [SuperFlyingEngi](#) on Mon, 05 Jul 2004 19:02:36 GMT

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No it doesn't.

Subject: CNC REBORN : BIG UPDATE

Posted by [Fabian](#) on Mon, 05 Jul 2004 23:14:33 GMT

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Fix your concrete textures, then you can talk shit about his plastic textures. Notice how no one talks badly about the model or texture of the M60, and coincidentally, none of it was done by you.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Mon, 05 Jul 2004 23:23:26 GMT

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I saw quite a few dissenters, but then again, you'd have to look at our forums and participate to notice that.

Nothing I make, except what's meant to be rough or concrete-like, looks like concrete. Just because you're a fucking idiot doesn't mean much about my own work.

Also, what does anything you said have to do with his textures looking plastic? That's right, nothing at all. It's called ad hominem, and you're not very good at it.

Subject: CNC REBORN : BIG UPDATE

Posted by [Fabian](#) on Mon, 05 Jul 2004 23:28:58 GMT

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And just because you say it doesn't look like concrete, doesn't make it true.

Aircraftkiller...you're a fucking idiot...

Sad that you have to resort to attacking me instead of my argument... oh wait! That's ad hominem! Hypocrite.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Tue, 06 Jul 2004 00:00:51 GMT

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Here's an idea, how about you go outside and look at some real used metal. Compare it to concrete. I guarantee the only difference in surface texture will be that one probably has rust and the other doesn't.

Metal and concrete are similar in feel and looks. Even smoothed concrete can appear to be just like a bar of steel, and if you apply a gloss coat of paint on it, you'd never tell the difference.

I attacked your argument THEN called you a fucking idiot.. Because that's exactly what you are, in addition to being a forum troll with nothing positive to contribute to anything but your own overinflated sense of self-worth.

Subject: CNC REBORN : BIG UPDATE

Posted by [Fabian](#) on Tue, 06 Jul 2004 01:29:37 GMT

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AircraftkillerHere's an idea, how about you go outside and look at some real used metal. Compare

it to concrete. I guarantee the only difference in surface texture will be that one probably has rust and the other doesn't.

Metal and concrete are similar in feel and looks. Even smoothed concrete can appear to be just like a bar of steel, and if you apply a gloss coat of paint on it, you'd never tell the difference.

Keep telling yourself that. Funny how multiple people have said your textures are concrete-looking. I bet your sense of the real world is far superior than everyone else's, so I guess only your thought that really matters.

Aircraftkilleroverinflated sense of self-worth

Let me get this straight. Aircraftkiller is telling me I have an overinflated sense of self worth!!?

Any trolling I do is with valid (debatable) arguments. You troll with your skin/texture, NOD/Nod, and other anal bullshit.

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Tue, 06 Jul 2004 02:01:14 GMT

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Well, seeing as how I know several professionals who all say "hey, that looks great, just like metal" and one who says "yeah, don't worry too much about their opinions. They're going to harp on anything you make, just because it's 'you' and no other reason. I know it doesn't look like concrete, so do others, they're just trying to find something to bitch about. Take it with a grain of salt."

Idiots like you who don't know the difference between concrete or metal really don't faze me that much. Once again, go outside for once and compare the two objects.

Quote:Let me get this straight. Aircraftkiller is telling me I have an overinflated sense of self worth!!?

Yes, because you have absolutely no other purpose to responding in this forum except to feed your ego and self-worth. I don't care if contributing members of this community troll a forum. I care when idiots like you, who contribute NOTHING, troll this forum.

Subject: CNC REBORN : BIG UPDATE

Posted by [Renardin6](#) on Tue, 06 Jul 2004 02:19:27 GMT

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chill out dude.

Subject: CNC REBORN : BIG UPDATE

Posted by [Fabian](#) on Tue, 06 Jul 2004 02:36:20 GMT

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I don't say your textures look like concrete because you are Ack...

You have produced superb work before, and in fact, most of your work is high quality. But I sincerely think that your recent RA textures all have a similar look, regardless of the material they are supposed to be representing.

By the way, I've contributed a map a long time ago, and while it wasn't very good, it's more than quite a few people on renforums...

Anyway, I decided to take you up on your advice. So I ventured out in search of metal...

Now, I know metals come in different colors, types, and alloys, but they have a relatively similar texture to them. IMHO, a lot of your metal textures are much flatter and more dull, and have very little detail. Darkblade's textures, for example, represent metal with more clarity and shine.

The bottom line is that you bash Renardin's work, saying his metal looks like plastic. At the same time, however, your work seems to have just as much trouble representing metal textures as his.

And don't call me an idiot. If I really am an idiot, it need not be said, but just exemplified. You are above that...or at least you should be.

Subject: CNC REBORN : BIG UPDATE

Posted by [Spice](#) on Tue, 06 Jul 2004 06:21:41 GMT

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ack_cement8:

ack_lightmetal3:

Both out of renalerts always.dat.

Subject: CNC REBORN : BIG UPDATE

Posted by [NeoX](#) on Tue, 06 Jul 2004 07:05:48 GMT

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Those are Digital photos that were made into textures. Which takes some work but you dont use that for skinning objects. You make those in photoshop.

Subject: CNC REBORN : BIG UPDATE

Posted by [Dan](#) on Wed, 07 Jul 2004 07:12:45 GMT

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Ok Mr ACK, lets have a closer look at RenAlert shall we? ^_^

- The model and texture for the M60 is good, however ingame it is too small. You should make it slightly bigger to make it more beefy.
- Flamethrower is crap, its just one texture trying to look like metal with a slight shine around the barrels.
- Your MCT is shit! Keyboard is too big, the screen is too boring, and for the time that the game is set it in should be a bit bigger than that. Add some more stuff underneath it to beef it up.
- The allied turret's actual turret texture looks like plastic! ITS A TONKA TOY xD add some burn back marks at the end of the barrel, that sucks as well.
- The Ore truck looks like a toy!
- The missile is concrete! Ph33r the flying cinderblock.
- Sam site metal is crap. No details apart from rusting.
- MCV is plastic.
- The mirror on the Demo truck is concrete.
- Why is there mud on the missile submarine when it spends all its time in the water?
- The anchor on the destroyer looks like it crashed with something.

Now onto the beta(s):

- Too many VIS errors, I wonder if you even spend 10 seconds looking for VIS glitches in even the most obvious places!
 - The missile on the V2 just stays there when it is fired, it should acutally go somewhere when it is shot.
 - When a bullet hits metal it leaves a hole the same size as your hand.
 - When facing a certain way in some places on some maps, the model of your character seems to go to a fewer poly one and looks crap!
 - The ore next to the refinery looks like piles of dirt.
 - People can walk through the gems. Change the collision settings so that people cant but vehicles can so that they dont get stuck.
 - Tesla Coil needs a charging animation, such as sparks flying from coil to coil so that we can time things like we can with the Obelisk.
 - Phase transport doesnt do enough damage to buildings.
 - The ranger is a box on wheels.
-

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Wed, 07 Jul 2004 07:53:45 GMT

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Which has what to do with how much Reborn sucks?

Pay attention, the M-60 was already fixed.

Flamethrower is what a real flamethrower looks like.

It doesn't fucking matter as to what time it was set in, it's in the 1960s which is more like the technology level of the 1980s, so computers that size are perfectly conceivable and implemented since Red Alert had them in at least one cutscene.

Apparently you never looked at the Turret because it has burn marks at the muzzle.

The Ore Truck looks like a dump truck that has a front end loader's attachment fitted on it.

The missile is made of metal, you're just too stupid to differentiate between concrete and metal.

MCV is crap, and hasn't been used in-game yet.

Wear some glasses when you look at the SAM Site because I can see a lot more than what you're obviously seeing.

It's not VIS, it's called vis. Vis is not an acronym. Some structures in Keep off the Grass had no exterior vis sectors and that's the only real place where a vis problem occurred since the interiors were what your client was basing its visibility information on. The next release does not have this problem, unlike Reborn since we actually fix our issues.

W3D doesn't currently support the missile going anywhere, but to know this you'd have to pay attention...

The bullet decal size was fixed already.

That's called level of detail, all games use it and we already adjusted it in the next patch.

That's because the Ore by the Refineries ARE piles of dirt you idiot, how do you think the Ore is extracted from the ground? It has chunks of Ore in it but it's mostly dirt.

You can't make something only collidable for soldiers, physical affects both soldiers and vehicles. Walking through gems is about as much of a complaint as being able to walk through bushes, find a valid complaint...

Tesla Coil is getting a charging animation.

Phase Transport is being removed so it doesn't matter.

The Ranger was redone for the next patch, but again to see this you'd have to pay attention.

I think a "take your head out of your ass" picture fits well here...

Subject: CNC REBORN : BIG UPDATE
Posted by [Dan](#) on Wed, 07 Jul 2004 08:27:19 GMT

I'm talking about RenAlert, not reborn.

Good

Incorrect! It depends on the model of the flamethrower. Not all flamethrowers look like your shitty one!

Yes it does. You shouldnt have something which is ahead of its time in there. And I'm pretty sure in the 1980's they didnt have keyboards that are bigger than your torso.

Where are the burn marks on the muzzle?

So what if it has a loader? Its still a toy!

No its not! Its concrete!

Glad to see you agree with me.

The sam site is shit! It needs more detail like dirt and visible scratches where you can see shiny metal. Maybe you can get someone else to texture it because you cant!

I dont care if its an acronym or not, the point is that your maps have too many 'vis' errors that should be fixed.

Good

Good

Then how come there arent any chunks of ore in it at all? The only place that I ever see actual ore is in the ore field.

My Bad! Then make the gems small enough for vehicles to drive over and set physical. And of course you can walk through bushes!

Good

Good

I was basing it on the beta like you have been basing all your opinions on our beta. Even though you think our models such as our weapon models are shit, then look at yours, they suck! The flamethrower is still just a grey stick!

No! I like it here!

Subject: CNC REBORN : BIG UPDATE
Posted by [Renardin6](#) on Wed, 07 Jul 2004 12:55:41 GMT
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ack...you're just too stupid to...

Oh come on, that's a shit defense... When you can't defend you work, you only say 'your are stupid' or 'you are an idiot'... With that we think the same about you.

ackWear some glasses when you look at the SAM Site because I can see a lot more than what you're obviously seeing.

Like we can on our models... :rolleyes:

Subject: CNC REBORN : BIG UPDATE
Posted by [U927](#) on Wed, 07 Jul 2004 13:21:03 GMT
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I wonder why you are using the picture of the old Allied turret texture instead of the new one...

Subject: CNC REBORN : BIG UPDATE
Posted by [Dan](#) on Wed, 07 Jul 2004 14:04:07 GMT
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I went to the thread labelled "Allied Turret Texture Upgrade". Threads which contain outdated information should be deleted.

Subject: CNC REBORN : BIG UPDATE
Posted by [Sir Phoenixx](#) on Wed, 07 Jul 2004 14:12:25 GMT
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Quote:Incorrect! It depends on the model of the flamethrower. Not all flamethrowers look like your shitty one!

Quote:The flamethrower is still just a grey stick!

What do ya know, the real flamethrower is just a gray stick! :rolleyes:

Subject: CNC REBORN : BIG UPDATE
Posted by [Renx](#) on Wed, 07 Jul 2004 14:14:49 GMT
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Wow, I cannot fucking believe you had the ignorance to go and attack OUR betas. I'd show the pages upon pages of bug reports the reborn had, but they were all deleted :rolleyes:

Subject: CNC REBORN : BIG UPDATE
Posted by [PiMuRho](#) on Wed, 07 Jul 2004 14:38:31 GMT
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Sir PhoenixxQuote:Incorrect! It depends on the model of the flamethrower. Not all flamethrowers look like your shitty one!

Quote:The flamethrower is still just a grey stick!

What do ya know, the real flamethrower is just a gray stick! :rolleyes:

That doesn't mean that you can't make it look more interesting..

Subject: CNC REBORN : BIG UPDATE
Posted by [Renx](#) on Wed, 07 Jul 2004 14:41:36 GMT
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TwA-Dan

-The model and texture for the M60 is good, however ingame it is too small. You should make it slightly bigger to make it more beefy.

It's not too small, it just wasn't placed properly.

Subject: CNC REBORN : BIG UPDATE
Posted by [PointlessAmbler](#) on Wed, 07 Jul 2004 15:00:12 GMT
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Most importantly, the Renegade Alert betas were/are widely played and enjoyed by many people since even the 0.991 beta released last September (with more and more people playing each time a new patch had been released), while Reborn has only one release, and the general consensus is that it was terrible and bordered on unplayable.

Subject: CNC REBORN : BIG UPDATE
Posted by [Sir Phoenixx](#) on Wed, 07 Jul 2004 15:07:41 GMT
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PiMuRhoSir PhoenixxQuote:Incorrect! It depends on the model of the flamethrower. Not all flamethrowers look like your shitty one!

Quote:The flamethrower is still just a grey stick!
What do ya know, the real flamethrower is just a gray stick! :rolleyes:

That doesn't mean that you can't make it look more interesting..

We already did, there's burn marks, rust, dirt, scratches, logo(s), etc. all over it.

Subject: CNC REBORN : BIG UPDATE
Posted by [Dan](#) on Wed, 07 Jul 2004 15:16:22 GMT
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RenxWow, I cannot fucking believe you had the ignorance to go and attack OUR betas. I'd show the pages upon pages of bug reports the reborn had, but they were all deleted :rolleyes:

I didnt say that Reborn wasnt buggy. I was showing the bugs that RenAlert has and the poorer work in the mod.

The only detail I see in that picture is a slight bit of brown to the left of the ammo count. Its the ingame images that count, not just the renders.

Subject: CNC REBORN : BIG UPDATE
Posted by [SuperFlyingEngi](#) on Wed, 07 Jul 2004 15:22:07 GMT
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The flamethrower looks great. Extra detaoil would just make it look worse, because there is no extra detail to be added.

Subject: CNC REBORN : BIG UPDATE
Posted by [Renx](#) on Wed, 07 Jul 2004 15:29:01 GMT
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"Poorer work"

Wow, that's a new one. More work goes into this than you could imagine. We're constantly creating new things that people never thought possible with Renegade, but I guess that's because this isn't renegade anymore, at all.

NeoSaber alone does more work than the Reborn team, nevermind the rest of us, who are constantly improving models, textures, and gameplay, while creating new thigns along the way. And then we have to come here and argue like this, but still manage to get 10x the amount of work done...

Subject: CNC REBORN : BIG UPDATE

Posted by [HELLBILLY DELUXE](#) on Wed, 07 Jul 2004 15:33:27 GMT

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Looks almost as cool as the Wolfenstein one.

And thats great for a CCR model

Subject: CNC REBORN : BIG UPDATE

Posted by [Dan](#) on Wed, 07 Jul 2004 15:52:03 GMT

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RenxWow, that's a new one. More work goes into this than you could imagine. We're constantly creating new things that people never thought possible with Renegade, but I guess that's because this isn't renegade anymore, at all.

Last time I checked, the flamethrower was possible in Renx, shooting electric bolts were possible, Indirect weapons were possible. The only 2 things which are different than renegade really, are the players being able to havest and boats.

And we also put a lot of work into our mod as well, I'm working on about 4 maps at the moment as well as building interiors and the MCT. Darkomen is texturing all SoD.X's buildings, who is still making new models like the other modellers, as evidence with his construction yard. TheKGBSpy is working on scripts for us, as well as working on his own mod. Pendullum is sorting out all the sounds for us, and our skimmers are updating, and creating new textures for our weapons, characters, buildings, and textures for maps.

Now lets try to drop these silly little arguments and just get on with our work since theres so much of it!

Subject: CNC REBORN : BIG UPDATE

Posted by [Aircraftkiller](#) on Wed, 07 Jul 2004 17:08:27 GMT

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You really have no idea of what you're talking about because you know nothing about the engine. If you knew how much we were accomplishing with this engine through game.exe modifications and pushing Scripts.dll into the land of single player effectiveness, you'd be singing a much different tune.

But I guess you'll see that for yourself when the next patch is released.

Subject: CNC REBORN : BIG UPDATE

Posted by [Dan](#) on Wed, 07 Jul 2004 17:09:20 GMT

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Until then...

Subject: CNC REBORN : BIG UPDATE

Posted by [Fabian](#) on Thu, 08 Jul 2004 01:38:21 GMT

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TwA-DanThe only 2 things which are different than renegade really, are the players being able to havest and boats.

Boats were in Renegade SP. They don't really require any engine changes. The way RenAlert implements subs is a different story.

Isn't modifying the game.exe illegal?

Subject: CNC REBORN : BIG UPDATE

Posted by [SuperFlyingEngi](#) on Thu, 08 Jul 2004 02:00:12 GMT

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Like EA cares.

Subject: CNC REBORN : BIG UPDATE

Posted by [Renx](#) on Thu, 08 Jul 2004 02:27:55 GMT

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SEALTwa-DanThe only 2 things which are different than renegade really, are the players being able to havest and boats.

Boats were in Renegade SP. They don't really require any engine changes. The way RenAlert implements subs is a different story.

Isn't modifying the game.exe illegal?

Except for several different custom scripts made by NeoSaber. The boats in SP couldn't be driven... :S

Subject: CNC REBORN : BIG UPDATE

Posted by [Fabian](#) on Thu, 08 Jul 2004 02:32:16 GMT

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Can't easily be done without those kind of changes?

Just make a dock that only infantry can get to (using vehicle blockers). On the other side of the

vehicle blocker is a vehicle creator that makes boats only.

Or does having a specific type of vehicle be built somewhere different from the war factory take special scripts...?

Subject: CNC REBORN : BIG UPDATE

Posted by [Renx](#) on Thu, 08 Jul 2004 02:39:48 GMT

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Yes, each type of ship will have its own purchase terminal on different sides of the Naval Yard(lower level). When you poke the terminal, it will spawn the type of boat at the dock next to it, and take away the set amount of credits. Then you get into repairing it and everything....

Well, you get the point.
