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Subject: CnC Reborn : Updates  
Posted by [Renardin6](#) on Sun, 19 Dec 2004 02:04:42 GMT  
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Some stuff :

Here

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Subject: CnC Reborn : Updates  
Posted by [icedog90](#) on Sun, 19 Dec 2004 03:28:48 GMT  
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Broken pictures.

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Subject: CnC Reborn : Updates  
Posted by [Spice](#) on Sun, 19 Dec 2004 03:36:02 GMT  
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Moddb is down and that is where the images are hosted. Here is the timed c4 at least.

<http://www.cnc-inside.de/index.php?go=artikel&sid=10343>

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Subject: CnC Reborn : Updates  
Posted by [Orca Bomber Bomber](#) on Sun, 19 Dec 2004 14:20:54 GMT  
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AWW! It has snow N' santa soldier! Not to forget standard upgrades...

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Subject: CnC Reborn : Updates  
Posted by [Jecht](#) on Sun, 19 Dec 2004 15:11:19 GMT  
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HAWT

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Subject: CnC Reborn : Updates  
Posted by [icedog90](#) on Sun, 19 Dec 2004 21:08:53 GMT  
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Having "C-4" engraved on the metal makes it look unprofessional. I suggest replacing it with some model number.

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Subject: CnC Reborn : Updates  
Posted by [Renardin6](#) on Sun, 19 Dec 2004 23:05:05 GMT  
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hmmm... I will see

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Subject: CnC Reborn : Updates  
Posted by [Slash0x](#) on Mon, 20 Dec 2004 05:51:15 GMT  
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Lol. I don't know about you, but if I saw a box that said "c-4" on it and know that it's not a joke being played on me, I would leave that area pretty quickly. Lol.

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Subject: CnC Reborn : Updates  
Posted by [Hav0c](#) on Mon, 20 Dec 2004 09:37:50 GMT  
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Pictures are working again now.

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Subject: CnC Reborn : Updates  
Posted by [Aircraftkiller](#) on Mon, 20 Dec 2004 09:40:39 GMT  
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That looks nothing like Composite 4.

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Subject: CnC Reborn : Updates  
Posted by [WNxCABAL](#) on Mon, 20 Dec 2004 09:42:40 GMT  
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Its futuristic, how can you know something looks like something that hasn't been invented yet?

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Subject: CnC Reborn : Updates  
Posted by [Aircraftkiller](#) on Mon, 20 Dec 2004 09:46:55 GMT  
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C4 exists today. C4 has existed for a long time. The nature of C4 will not change, nor will its packaging, because it's plastic explosive. It's meant to be in little bags that can be shaped to fit and stick on any surface.

C4 does not look like concrete blocks or a concrete disk with little bolts.

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Subject: CnC Reborn : Updates  
Posted by [WNxCABAL](#) on Mon, 20 Dec 2004 10:21:19 GMT  
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How do you know that the military won't redesign the C-4 Explosive?  
You cannot say that something which is based in the future, cannot be what isn't invented yet..!

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Subject: CnC Reborn : Updates  
Posted by [Jecht](#) on Mon, 20 Dec 2004 10:43:36 GMT  
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I like it more futuristic, looks HAWT.

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Subject: CnC Reborn : Updates  
Posted by [pulverizer](#) on Mon, 20 Dec 2004 16:20:24 GMT  
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I think it all looks good. nice work

\_TFWxANDY\_ How do you know that the military won't redesign the C-4 Explosive?  
You cannot say that something which is based in the future, cannot be what isn't invented yet..!

Because they don't need to redesign it, at least I think so. Like ack said, "It's meant to be in little bags that can be shaped to fit and stick on any surface"

Although, in games it always looks like a box. It'll stick on every surface in renegade, no matter the object shape.

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Subject: CnC Reborn : Updates  
Posted by [glyde51](#) on Mon, 20 Dec 2004 16:38:22 GMT  
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icedog90 Having "C-4" engraved on the metal makes it look unprofessional. I suggest replacing it with some model number.

Yeah, it's like having "dog" written on your dog instead of a name.

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Subject: CnC Reborn : Updates  
Posted by [Jecht](#) on Mon, 20 Dec 2004 22:16:23 GMT  
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ur right he should have betsy written on the c4 instead..... :rolleyes:

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Subject: CnC Reborn : Updates  
Posted by [Pendullum](#) on Mon, 20 Dec 2004 23:31:25 GMT  
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Thats the thing though... Its being made for a mod based in a completley made up world, based in the future, so you can pretty much make it look like whatever you want.

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Subject: CnC Reborn : Updates  
Posted by [Aircraftkiller](#) on Mon, 20 Dec 2004 23:34:38 GMT  
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You can but you're still wrong. C4 does not change, it's not a bomb. It is plastic explosive that is specifically placed to demolish something.

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Subject: CnC Reborn : Updates  
Posted by [icedog90](#) on Mon, 20 Dec 2004 23:36:07 GMT  
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It also explodes outward.

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Subject: CnC Reborn : Updates  
Posted by [Pendullum](#) on Mon, 20 Dec 2004 23:37:17 GMT  
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How am I wrong? Like I said before, its not reality, so you can make it look like whatever you want it to look like.

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Subject: CnC Reborn : Updates  
Posted by [smwScott](#) on Mon, 20 Dec 2004 23:55:32 GMT  
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It really does not matter. They could rename it to some fictional explosive and just keep the same model ... or they could just leave it how it is. Small inaccuracies are common in games, who gives a fuck?

This isn't Americas Army where everything needs to be completely realistic. It's a fictional game set in the future where you're required to suspend your disbelief just to take in the whole concept, much less small inaccuracies with weapons.

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Subject: CnC Reborn : Updates

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Posted by [WNxCABAL](#) on Tue, 21 Dec 2004 00:33:29 GMT

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Past = what we knew  
Present = what we know  
Future = what don't know

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Subject: CnC Reborn : Updates

Posted by [England](#) on Tue, 21 Dec 2004 02:13:43 GMT

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AircraftkillerYou can but you're still wrong. C4 does not change, it's not a bomb. It is plastic explosive that is specifically placed to demolish something.

And whats a bomb designed for?

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Subject: CnC Reborn : Updates

Posted by [Aircraftkiller](#) on Tue, 21 Dec 2004 03:30:49 GMT

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Bombs don't target weak points unless they're guided. Most are free falling dumb bombs that simply fall wherever they end up at.

C4 on the other hand is stuck to positions where it can do the most damage. C4 can bring down a vault door to a bank if placed around the edges. C4 can demolish bridges easily. C4 is also destructive when placed on the weak points of structures.

Just because you made up every other fucking thing in Reborn doesn't mean you can't spend five minutes and rework that horrible concrete bomb to look like a package of C4 ought to.

---

Subject: CnC Reborn : Updates

Posted by [Jecht](#) on Tue, 21 Dec 2004 04:24:34 GMT

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I still say the c-4 is purdy

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Subject: CnC Reborn : Updates

Posted by [warranto](#) on Tue, 21 Dec 2004 04:46:02 GMT

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The term "Bomb" simply refers to the entire explosive apparatus: covering and explosive.

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Subject: CnC Reborn : Updates  
Posted by [PointlessAmbler](#) on Tue, 21 Dec 2004 07:01:11 GMT  
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The APC is still grossly underdetailed, and the scratches are far too evenly distributed -- it looks like you used a filter or something.

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Subject: CnC Reborn : Updates  
Posted by [Pendullum](#) on Tue, 21 Dec 2004 10:43:18 GMT  
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AircraftkillerBombs don't target weak points unless they're guided. Most are free falling dumb bombs that simply fall wherever they end up at.

C4 on the other hand is stuck to positions where it can do the most damage. C4 can bring down a vault door to a bank if placed around the edges. C4 can demolish bridges easily. C4 is also destructive when placed on the weak points of structures.

Just because you made up every other fucking thing in Reborn doesn't mean you can't spend five minutes and rework that horrible concrete bomb to look like a package of C4 ought to.

we can 'make up' whatever we like so you can whine all you want

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Subject: CnC Reborn : Updates  
Posted by [Renardin6](#) on Wed, 22 Dec 2004 00:02:26 GMT  
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second apc window needs more details.

No filter used.

But it's my study and exams time...

I finish exams on the 19 january and after I that I am going to do some snowboard in french alps...

Back on feb2005, I gave tasks to the team. cya soon.

And have a nice new year.

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Subject: CnC Reborn : Updates  
Posted by [Renardin6](#) on Sun, 16 Jan 2005 13:39:05 GMT  
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New update posted, more to come during the week.

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Subject: CnC Reborn : Updates

Posted by [Sir Phoenixx](#) on Sun, 16 Jan 2005 14:00:58 GMT

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First, there's some problems with the design. You either need a backup rear iron sight on the back, or remove the front one. If you're going to add a rear iron sight then fix the front one, it needs a pin or something in the middle of it to actually aim. The gun also needs a bolt/cocking lever.

The model and texture are pretty bland, it looks like they need a lot more details.

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Subject: CnC Reborn : Updates

Posted by [cheesesoda](#) on Sun, 16 Jan 2005 15:37:32 GMT

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Renardin, I thought you were going to take criticism better. Now, I know you didn't even consider this guy's ideas.

[AFStealth])If you ask me it sucks... and if you wanna know why it sucks I will tell you.

1) The model sucks (Nightcrawler I've seen you do better than that) He could've added more detail to the actual model (That model wouldn't feel like a Heavy Sniper if I could pick it up). =/

2) The texture is too repetitive on most parts.

3) The texture is also too Dark.

Renardin1) sorry for the model, I like it. More details ? It has enough, it's not a computer but a gun.

2) Should I had some wood, sand, silk and concrete parts ? It's black metal....

3) It's black, so it's normal if its dark.

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Subject: CnC Reborn : Updates

Posted by [glyde51](#) on Sun, 16 Jan 2005 15:45:26 GMT

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Metal is shiny... but RenArdin wouldn't know that...

Glass isn't pitch black...

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Subject: CnC Reborn : Updates  
Posted by [Blazea58](#) on Fri, 21 Jan 2005 10:31:35 GMT  
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I dont think anyone can make a texture look 100% like real life, so i dont think its a big deal if it doesn't look exactly like metal, plastic, fabric etc. As long as it doesn't just have one tone in it, im happy.

Another major thing is, that its a game. I could care less if something looks like concrete, as long as the model is decent, and it does its job then its all fine and good.

I think all the new textures are very good, and they compare with renegades textures. (detail wise)

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Subject: CnC Reborn : Updates  
Posted by [rm5248](#) on Sat, 22 Jan 2005 00:46:50 GMT  
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Those models look too boxy to me...

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Subject: CnC Reborn : Updates  
Posted by [icedog90](#) on Sat, 22 Jan 2005 02:31:37 GMT  
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Renardin's newest work is too bland.

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