
Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Thu, 12 May 2005 00:33:02 GMT
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Welcome to Sloth who joined the team. No need to talk about his skills.

The pics talk for it. I was like "OMG AWESOME" when I saw it.

Here are the first ones of our new buildings:

- Let's start with the GDI side:

- and the NOD side :

And the interiors for each side :

Also a video of the Refinery animation :

<http://www.cncreborn.iconique.net/team/renardin/refanim.zip>

Subject: CNC REBORN: Refinery
Posted by [jd422032101](#) on Thu, 12 May 2005 00:36:44 GMT
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realy nice looking good job.

Subject: CNC REBORN: Refinery
Posted by [Oblivion165](#) on Thu, 12 May 2005 00:48:26 GMT
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WOW.

Subject: CNC REBORN: Refinery
Posted by [Sir Phoenixx](#) on Thu, 12 May 2005 02:54:57 GMT
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The outside of it looks pretty good, but the interior needs to be redesigned.

It doesn't look like there's a place for the harvester to unload the tiberium, the tiberium storage tank on the back of the harvester is supposed to go into the refinery, but there's a solid wall in the way, then a lobby of sorts behind it. The two tall cylindrical objects on top of the refinery don't seem to go anywhere.

Even if it's not animated to show it unloading/etc., the interior should still actually look like it's in a refinery.

(Also, the harvester looks a little too small compared to the refinery in those screenshots.)

Subject: CNC REBORN: Refinery
Posted by [vloktboky](#) on Thu, 12 May 2005 03:13:06 GMT
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Absolutly no logic was considered in the design of that interior. Redo it.

Subject: CNC REBORN: Refinery
Posted by [Jecht](#) on Thu, 12 May 2005 03:53:17 GMT
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dude that outside is freakin hot.

Subject: CNC REBORN: Refinery
Posted by [Aircraftkiller](#) on Thu, 12 May 2005 03:55:12 GMT
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Worse than that, you'll never find a Refinery that has nothing inside it. Even the Tiberian Dawn Refinery had an interior inside one of the videos, and it's extremely detailed with loads of pipes and grates everywhere.

This is just completely barren and shows no resemblance to a Refinery whatsoever. Also, why are you rendering this shit in 3D Studio when you can put it into Rendegade's engine?

Remember, it's Nod, not NOD.

Subject: CNC REBORN: Refinery
Posted by [Oblivion165](#) on Thu, 12 May 2005 04:36:05 GMT
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Remember we voted to have you banned.

Subject: CNC REBORN: Refinery
Posted by [Jecht](#) on Thu, 12 May 2005 04:42:30 GMT
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see the tower in the back with the doorway on the outside view? will we be able to go inside that tower in Reborn? Just Wondering.

Subject: CNC REBORN: Refinery
Posted by [reborn](#) on Thu, 12 May 2005 07:22:22 GMT
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Again and again I keep being teased by the fantastic textures created by the reborn team. I didn't realise that such excellent textures could be used on the renegade engine, I haven't seen any structure on the renegade engine compare to this in the slightest way. I am really looking forward to what else can be produced by the team.

I would also agree however that it seems a little weird to have no industrial looking machinery inside to handle all the raw tiberian.

Subject: CNC REBORN: Refinery
Posted by [Oblivion165](#) on Thu, 12 May 2005 07:24:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

RebornAgain and again I keep being teased by the fantastic textures created by the reborn team. I didn't realise that such excellent textures could be used on the renegade engine, I haven't seen any structure on the renegade engine compare to this in the slightest way. I am really looking forward to what else can be produced by the team.

I would also agree however that it seems a little weird to have no industrial looking machinery inside to handle all the raw tiberian.

It is very nice, but keep in mind it wont look near as cool in w3d viwer/in game.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Thu, 12 May 2005 10:06:37 GMT

Comment of a PRO:

GoochLooks GREAT!!! Excellent job Sloth...

Comment of an idiot:

AircraftkillerWorse than that, you'll never find a Refinery that has nothing inside it. Even the Tiberian Dawn Refinery had an interior inside one of the videos, and it's extremely detailed with loads of pipes and grates everywhere.

This is just completely barren and shows no resemblance to a Refinery whatsoever. Also, why are you rendering this shit in 3D Studio when you can put it into Rendegade's engine?

Remember, it's Nod, not NOD.

- We never said we won't add stuff on the inside. I show the building. That's all.
- This is far above your work skills, stop bitchin' you moron.
- Don't talk about renders in 3D studio when you haven't done anything else yourself since a lot of time RenderMaster. (OMG look, another view of my crap bridge with some water effect of studio max... Still the same old crap... Go back to your 'render' corner...lol)
- Remember, it's not a square, it's a rectangle.
- Remember other stuff : AircraftkillerYou know, generally, you don't tell someone to go away for being an ass while being one yourself.

GO GO GADGET HYPOCRITE!

Seems like you didn't notice that I told him to learn how to skin. That's a form of help, you imbicle.

It's not imbicle, it's imbecile. It's not a skin, it's a texture.

KTHX, stfu next time stupid imbecile idiot (I insist on it, you are really dumb)

Subject: CNC REBORN: Refinery
Posted by [Blazea58](#) on Thu, 12 May 2005 11:12:00 GMT
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haha busted. on the other hand i really like the overall design of that building. I dont see why anyone would whine about the interior since even in renegade the multiplayer refinery just has a door, yet a wall is not even 2 feet on the other side of it. Single player is different, only the idiots would want to add more and more polygons to it, hence why renalert left the w3d engine lol. What are people going to do inside the buildng anyways? stare at all the barrels, and stuff? To me

i am more for gameplay, and i could care less about having tons of detail if its for multiplayer, where as single player it might matter a little bit more.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Thu, 12 May 2005 11:20:33 GMT
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Blazea58haha busted. on the other hand i really like the overall design of that building. I dont see why anyone would whine about the interior since even in renegade the multiplayer refinery just has a door, yet a wall is not even 2 feet on the other side of it. Single player is different, only the idiots would want to add more and more polygons to it, hence why renalert left the w3d engine lol. What are people going to do inside the building anyways? stare at all the barrels, and stuff? To me i am more for gameplay, and i could care less about having tons of detail if its for multiplayer, where as single player it might matter a little bit more.

You see my point, anyway we will add some cool stuff on the inside.

Subject: CNC REBORN: Refinery
Posted by [JPNOD](#) on Thu, 12 May 2005 11:25:47 GMT
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Looks nice.

Subject: CNC REBORN: Refinery
Posted by [Demolition man](#) on Thu, 12 May 2005 12:35:19 GMT
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Blazea58haha busted. on the other hand i really like the overall design of that building. I dont see why anyone would whine about the interior since even in renegade the multiplayer refinery just has a door, yet a wall is not even 2 feet on the other side of it. Single player is different, only the idiots would want to add more and more polygons to it, hence why renalert left the w3d engine lol. What are people going to do inside the building anyways? stare at all the barrels, and stuff? To me i am more for gameplay, and i could care less about having tons of detail if its for multiplayer, where as single player it might matter a little bit more. so b/c an old game didn't have it you shouldn't adjust it? You should improve stuff and the outside looks great but the inside looks shit.

Subject: CNC REBORN: Refinery
Posted by [Jecht](#) on Thu, 12 May 2005 13:49:16 GMT
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Demo, I think he means they shouldnt add alot to the inside because it would increase the polygon count. Blazea knows what hes talking about i think, his great maps speak for

themselves.

Subject: CNC REBORN: Refinery
Posted by [Titan1x77](#) on Thu, 12 May 2005 14:16:31 GMT
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Interior is fine for now, it can always be updated in a patch.

As I see it Reborn is the only mod going strong for this community right now.

If we get all these buildings done soon we can get a beta out shortly after.

Subject: CNC REBORN: Refinery
Posted by [Sir Phoenixx](#) on Thu, 12 May 2005 15:23:21 GMT
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gBullDemo, I think he means they shouldn't add a lot to the inside because it would increase the polygon count.

Which wouldn't affect anything. It was already shown before that Renegade can handle polygons quite well, its problem is having large/many textures.

It wouldn't take that many more polygons to make it look like what it's supposed to anyways.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Thu, 12 May 2005 15:48:46 GMT
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I forgot to compare ack's work.

Wow! :rolleyes:

Those '5 textures tiled everywhere buildings' never stop to amaze me.

You said our old buildings were bad. We admit it and we make something better.

Now try to follow your own words... Show us something better.

Should I also remember your stupid interiors? An example?

Do you often see 'allied tent' with underground interiors like you did?

So to sum up, stfu now. We know you don't like us or Reborn. We know it. We don't want to hear crap from your stupid brain-less head. Be jealous in silence. Give a break to the community, our mod and our fans. And go go back to planting orange trees in your garden ya redneck yuppee fuck!!!

Cya

Subject: CNC REBORN: Refinery
Posted by [Mick](#) on Thu, 12 May 2005 15:49:12 GMT
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AircraftkillerWorse than that, you'll never find a Refinery that has nothing inside it. Even the Tiberian Dawn Refinery had an interior inside one of the videos, and it's extremely detailed with loads of pipes and grates everywhere.

This is just completely barren and shows no resemblance to a Refinery whatsoever. Also, why are you rendering this shit in 3D Studio when you can put it into Renegade's engine?

Remember, it's Nod, not NOD.

LOL, he's scraping the bottom of the barrel to find bad comments, how pathetic can ya get.

Subject: CNC REBORN: Refinery
Posted by [Jecht](#) on Thu, 12 May 2005 18:22:59 GMT
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Sorry bout that, im ignorant when it comes to this crap, dont even know why i typed that.

Subject: CNC REBORN: Refinery
Posted by [Aircraftkiller](#) on Thu, 12 May 2005 18:27:09 GMT
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I'm still waiting for you to add something to that Refinery. When it gets a functional looking interior it might actually be a decent structure, but knowing Reborn anything you do will make it end up sucking like always.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Thu, 12 May 2005 18:45:25 GMT
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AircraftkillerI'm still waiting for you to add something to that Refinery. When it gets a functional

looking interior it might actually be a decent structure, but knowing Reborn anything you do will make it end up sucking like always.

It's under work. Anyway, you did not read my posts I think. :rolleyes: Go back some posts above. Or maybe you ignore my posts just because you can't say anything... I think so. When you don't know what to say, you ignore the post and try to talk about something else. Let me do the same then. Welcome back on ignore list.

Subject: CNC REBORN: Refinery
Posted by [vloktboky](#) on Thu, 12 May 2005 18:46:45 GMT
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vloktbokyAbsolutly no logic was considered in the design of that interior. Redo it.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Thu, 12 May 2005 18:47:38 GMT
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stfu, try to read the posts.

Subject: CNC REBORN: Refinery
Posted by [Beanyhead](#) on Thu, 12 May 2005 18:50:09 GMT
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vloktbokyvloktbokyAbsolutly no logic was considered in the design of that interior. Redo it.

Subject: CNC REBORN: Refinery
Posted by [vloktboky](#) on Thu, 12 May 2005 18:51:09 GMT
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Try to be a good public relationist.

Your exterior is nice. Your interior is not. If you don't want to hear that, then don't show the public what you've made.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Thu, 12 May 2005 18:54:00 GMT
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ok, sorry for the 'stfu'.

try to give a good comment then.

Show me what is a good interior for a tiberium refinery then?

We have nothing from westwood, so we can decide the stuff. It's a multiplayer mod, don't forget it. The interior of this ref need mct and pt. Some pipes and stuff will be added and that's all.

And why should we add so much stuff when most of the time you will search for a mct and be outside of the building... It's a god damn multiplayer mod. Not a single player campaign.

Subject: CNC REBORN: Refinery
Posted by [Aircraftkiller](#) on Thu, 12 May 2005 18:56:34 GMT
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So? You can still add things that would make it look like a Refinery and not a big empty shell.

Subject: CNC REBORN: Refinery
Posted by [vloktboky](#) on Thu, 12 May 2005 18:58:56 GMT
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- A dock where the tiberium is unloaded.
- A station where the tiberium is processed.
- Offices for the clerks and engineers who work in the refinery.
- Boiler rooms.
- Living conditions, such as bathrooms and kitchens.
- At the very least, some kind of floor to stop the contents that go up in that conveyor belt on the exterior from falling to the foundation of the tower.

Anything besides a circular hallway with an inclosed room. You have exterior pipes, towers, and even a silo. At least show me why those are there; they can't just be for decorations.

It would be nice to see these additions because it adds to the overall aesthetic appeal to the game. Set the atmosphere; get them in the game. When I see that kind of work, I get the impression that the dev team are too lazy to care about details. And that makes me wonder what else they might skip out on because it's "just a multiplayer game."

Sell me with your work, or else I won't bother giving your work the time.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Thu, 12 May 2005 19:00:48 GMT
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I can't see what you type but if you had spend more time on your mod and less time to make your

5000 and more posts of crap, maybe you could say something interesting.

But as a mate said :

Quote:yeah well fortunately for me aircraftkiller doesn't know jack about game design. otherwise I'd pay attention to what he had to say

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Thu, 12 May 2005 19:07:58 GMT
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vloktboky- A dock where the tiberium is unloaded.

- A station where the tiberium is processed.

(the big stuff on side, and a tube that will be added to link to the harvester, you will see it in the beta.)

- Offices for the clerks and engineers who work in the refinery.

(shall I add a TV room also? What about a swimming pool? The room you ask is on the center. Mct is the place to control the whole automated ref.)

- Boiler rooms.

(don't have to see it also. Can be a part of the stuff on the outside. the building is huge and automated. It means we don't need more than one guy to control all with a computer. Yeah it's 2030, welcome to the future.)

- Living conditions, such as bathrooms and kitchens.

(use less. Imagine it's underground then, we aren't playing 'the sims'...)

- At the very least, some kind of floor to stop the contents that go up in that conveyor belt on the exterior from falling to the foundation of the tower.

(->see westwood renders and concepts)

Anything besides a circular hallway with an inclosed room. You have exterior pipes, towers, and even a silo. At least show me why those are there; they can't just be for decorations.

(-> We copy the tiberian sun concepts. Only westwood can answer this, do you know what is 'tiberian sun' ?)

It would be nice to see these additions because it adds to the overall aesthetic appeal to the game. Set the atmosphere; get them in the game. When I see that kind of work, I get the impression that the dev team are too lazy to care about details. And that makes me wonder what

else they might skip out on because it's "just a multiplayer game."

Sell me with your work, or else I won't bother giving your work the time.

Excuse me for that, but only the first comment is good. For the rest... It's really not needed. I won't ever take a shower in a multiplayer game. Even add one just to see it and then keep fighting on battleground. I mean, wtf?

Subject: CNC REBORN: Refinery
Posted by [Aircraftkiller](#) on Thu, 12 May 2005 19:12:12 GMT
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Telling me I don't know anything about game design, yet you refuse to add what would immerse the player into the structure's layout?

Subject: CNC REBORN: Refinery
Posted by [vloktboky](#) on Thu, 12 May 2005 19:16:48 GMT
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Skipping out on details that would embellish the player into the world is a mistake - one you will come to regret in the later.

Any by the way Renardin, I've probably spoken to more people who have helped shape the C&C Universe than you know exist.

Subject: CNC REBORN: Refinery
Posted by [SuperFlyingEngi](#) on Thu, 12 May 2005 20:42:00 GMT
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AircraftkillerTelling me I don't know anything about game design, yet you refuse to add what would immerse the player into the structure's layout?

Way to never reply to his initial argument, you circumventive homophobe.

Subject: CNC REBORN: Refinery
Posted by [genetix](#) on Thu, 12 May 2005 22:35:44 GMT
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Why not listen to the people who count the most? The players and not just the modders.

I'm not a modder or a mapper I'm just a player. Thats who the mod is made for is it not? If this is going to be a Multiplayer Mod then I don't care if there's a bunch of pipes in the refinery. When

I'm playing a game I don't sit in buildings and admire the pretty colours on the walls. I get out of the buildings as fast as I can to help my team.

I would consider it MUCH more important to see extra maps and extra detail in the characters and vehicles. Sure it would be nice to see extra eye candy pieces in the refinery interior but its not needed and it would be more appropriate to put that in with a patch.

Subject: CNC REBORN: Refinery
Posted by [Blazea58](#) on Thu, 12 May 2005 23:40:46 GMT
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I dont understand most of the people who want showers and kitchens in a multiplayer online mod, but hey those comments are comming from people that probably have no idea what is worth adding or not.

I could easily see a few pipes here and there inside, but if there is a kitchen, showers, meeting rooms, offices, i just dont see a point in it at all.

Westwood has a good eye for things like this. You really think the game would be fully playable with all the single player buildings in a map? i think not. They made two of each building for a reason, and its obvious why they didnt add the overly detailed 8000 polygon buildings into multiplayer.

The entire base setup for single player is atleast over 40,000 polygons right there, and its just insane to have all that extra detail when the only thing you will do inside it is repair it or attack it.

And aircraftkiller really shouldnt talk when you can clearly see his buildings lack alot of detail also. Its not a competition till someone makes it one lol.

Subject: CNC REBORN: Refinery
Posted by [Aircraftkiller](#) on Thu, 12 May 2005 23:53:30 GMT
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What players, genetix? You really think Reborn will get finished, much less have more than three people playing it?

Just because you don't notice interior detail does not mean it should be a barren room.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Thu, 12 May 2005 23:55:22 GMT
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vloktbokySkipping out on details that would embellish the player into the world is a mistake - one

you will come to regret in the later.

Any by the way Renardin, I've probably spoken to more people who have helped shape the C&C Universe than you know exist.

I replied honestly to your post. I don't want to be rude.

I am still the leader of this mod, I appreciate your suggestions but some of those are really not needed on the mod I am making with the deezer team.

Sorry if you are not happy with it, I won't change my mind about it. I can't say 'yes' to all suggestions simply because we want this mod released for this summer.

Regards anyway,

Renardin.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Fri, 13 May 2005 00:17:11 GMT
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That's the funny point of the day:

Quote:

Sloth says :

aircraftkiller IM me, hes an ass....

Ren says :

what did he said?

Ren says :

he wanted to recruit you?

Ren says :

He is really an ass.

Ren says :

lol

Ren says :

a jealous ass.

Sloth says :

yeah he treid to recruit me and basically bad mouthed you guys for like 30 min.

Ren says :

he is

Ren says :

he is really a fag

Ren says :

he hates reborn

Sloth says :

an ugly too lol

Thank you for showing people you love our work. Busted... ha ha ha

Subject: CNC REBORN: Refinery
Posted by [cheesesoda](#) on Fri, 13 May 2005 00:27:45 GMT
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You want to get your mod out by the summer? Which summer exactly? 2005? 2006? 2010? If you rush your work, it'll end up shitty. A good example of this is the game you're currently modding. Why sacrifice quality for time constraint? It's not like you're going to finish this mod anyways. Might as well make it look as good as you can before you throw it away, that way you can try and argue that your mod wasn't a failure once you do throw it out.

Why shouldn't you care about details? Details are what make everything. Putting detail into your work shows dedication and love for what you're doing. Plus, leaving out common sense things just goes to show how much intelligence, or lack there of, the team actually has. If you don't care about the details, your mod's going to end up like the last Reborn team's release.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Fri, 13 May 2005 00:29:33 GMT
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Like I said, I prefer to listen to the comments of a guy like Eric Gooch than yours.

Anyway back to modding, I need to show you more

Subject: CNC REBORN: Refinery
Posted by [cheesesoda](#) on Fri, 13 May 2005 00:34:58 GMT
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You're a fucking retard. You want your opinion from the players, but then you ignore them if it's not praise. FFS, grow the fuck up.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Fri, 13 May 2005 00:38:46 GMT
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Hey kid, stay polite and chill a bit. You should grow a bit!

I don't ignore the comments. I read all those and see what's good or not. I still decide after what we add with the team. It's not because I don't want to add showers and

bathrooms or kitchen to the mod that I don't listen to people comments. Try to read the posts.

And being sarcastic like you did in your post : "2006..." is not a good comment. It's just some kid trying to change the subject with silly arguments.

KTHX.

Subject: CNC REBORN: Refinery
Posted by [cheesesoda](#) on Fri, 13 May 2005 00:42:22 GMT
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I see no point in being polite to morons.

Yes, you do ignore comments. You may read them, but that doesn't mean that you actually take them into consideration. If they're small minor details that everybody unanimously agrees with, then you adjust a little bit, but other than that, you don't care what others think unless it's a god damn praise.

No, you idiot. It's not just from this thread that I've come to the conclusion that you don't give a fuck about one's opinion unless it's something that you want to hear. You've never been one to actually take others' opinions into consideration unless it was either your assramming buddies or your brown nosing followers. Try to not be so fucking stupid.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Fri, 13 May 2005 00:44:55 GMT
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j_ball430You want to get your mod out by the summer? Which summer exactly? 2005? 2006? 2010? If you rush your work, it'll end up shitty.

Tell me where I said I would rush... And what I read above is nothing but silly sarcastic post.

:rolleyes: Big time...

Honestly, post something again... It will be a pleasure to show how silly your arguments are.
:twisted:

(and actually we had a nice suggestion on Reborn forum to improve the ref and we are working on it following the suggestion of the player who submitted it... OMG, it means we listen to a player...!!! Again it shows how you are wrong. Bleh)

Subject: CNC REBORN: Refinery
Posted by [cheesesoda](#) on Fri, 13 May 2005 00:48:05 GMT

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You're not taking the time to make a quality mod just so you can get it out for the summer. You're just doing a halfassed job to "give the people what they want", but what they want is a good mod.

No shit what you read above is sarcastic. Did you have someone tell you that, or did you figure it out all by yourself?

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Fri, 13 May 2005 00:51:26 GMT
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j_ball430

No shit what you read above is sarcastic. Did you have someone tell you that, or did you figure it out all by yourself?

Keep on main subject. I figured it by myself...ha ha ha
I tough you would understand that (->sarcasm, ha!)

Well, we work fast enough for a release this summer. Don't know exactly when and of course it's not promised, shit can still happen. But we will try to make it ready this summer. We will do the best for it. If it's later, then it's because it will be needed.

Okay, enough with you. You keep trying to say silly stuff so "au revoir monsieur j'ai le dernier mot".

Subject: CNC REBORN: Refinery
Posted by [cheesesoda](#) on Fri, 13 May 2005 00:53:28 GMT
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How am I changing the subject when you bring up my sarcastic remark? I knew you were stupid, but that's just a new low.

Yes, you're going to rush your release, and it's going to suck. I have no doubt that it'll be better than the old Reborn team's release, but that's not saying much.

Subject: CNC REBORN: Refinery
Posted by [Aircraftkiller](#) on Fri, 13 May 2005 01:03:58 GMT
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Complimenting someone on your team, however cowardly they may be, is not the same as saying I like Reborn. I despise Reborn, and take joy in the fact that I directly contributed to its death.

Subject: CNC REBORN: Refinery
Posted by [uUnNcCILeE](#) on Fri, 13 May 2005 01:20:58 GMT
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okkkieeeee... y not take a break and continue with the praising/criticizing when the updated interior comes out.....?

it is impossible to have abortion before being pregnant...

u guys wanna argue about the how the final product is gonna suck.. then argue "when" the final product is out.. not when it is WIP.....

Subject: CNC REBORN: Refinery
Posted by [cheesesoda](#) on Fri, 13 May 2005 01:23:37 GMT
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Even before a child's born, you can usually make a decent guess if it'll be good looking or not by looking at the child's parents. The same goes for the mod. You can make a good guess as how the mod will turn out by looking at the WIP.

Subject: CNC REBORN: Refinery
Posted by [uUnNcCILeE](#) on Fri, 13 May 2005 01:40:33 GMT
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okkkieeeee... y not take a break and continue with the praising/criticizing when the updated interior comes out.....?

it is impossible to have abortion before being pregnant...

u guys wanna argue about the how the final product is gonna suck.. then argue "when" the final product is out.. not when it is WIP.....

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Fri, 13 May 2005 01:42:52 GMT
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I tried to know why ack hates reborn so bad. So I post the chat here.

Quote:

Renardin (03:18 AM) :
time to talk a little.

Renardin (03:18 AM) :
I will stay polite toward you
aircraftkiller (03:18 AM) :

No, I have work to do and I'm about to go take a shower

Renardin (03:18 AM) :

Promised. if you agree to do it later.

aircraftkiller (03:18 AM) :

You've done this before, and you know my opinion on Reborn isn't going to change until you make it not suck anymore. It hasn't yet so just deal with it until you figure out how to make it better

Renardin (03:19 AM) :

let's talk about it then as adults.

Renardin (03:19 AM) :

later then I hope.

aircraftkiller (03:19 AM) :

I already have. I've given you enough information to make it stop sucking and you either ignore it or pretend nothing is wrong. There's nothing to discuss until you change what it is that makes it bad.

Renardin (03:20 AM) :

You told me ; buildings sux. We are changing it

aircraftkiller (03:20 AM) :

No, the entire system sucks

Renardin (03:20 AM) :

you told me textures look like plastic, I improved my 'metals'

aircraftkiller (03:20 AM) :

You have too many soldiers, you're not keeping it the way TS was, and it doesn't even resemble TS anymore.

Renardin (03:20 AM) :

explain me more about the entire system then.

aircraftkiller (03:21 AM) :

And add that to the fact that you haven't finished it after over a year

Renardin (03:21 AM) :

Well, it's based on TS, not TS, I already explained this

Renardin (03:21 AM) :

one year to do all that with university to manage like the others isn't bad.

aircraftkiller (03:21 AM) :

Then make it "not" based on TS and make it play, look, and feel like it. Otherwise it's just going to suck like every other "mod" out there that thinks they know more about Westwood's games than the designers did

Renardin (03:22 AM) :

Well that's not what we aim. We are creating a fps. The rts for tib sun already exists.

Renardin (03:23 AM) :

Eric gooch talked me the other day, He thinks we create nice stuff.

aircraftkiller (03:23 AM) :

So?

aircraftkiller (03:23 AM) :

Eric says that to everyone, if he said "you suck" his employers would probably get pissed off at him.

aircraftkiller (03:24 AM) :

You don't HAVE to rape C&C to transfer the damages and look of Tiberian Sun to a FPS setting

Renardin (03:24 AM) :

the point I want to explain with my bad english : We try to make a good fps. We realize that

making Reborn as TS doesn't fit a fps game. we have to change some stuff and add more infantry. We are fans of renegade in a first time. Renegade wasn't TD and was great.

aircraftkiller (03:25 AM) :

There is nothing preventing you from making it play like TS. You haven't even TRIED to see how it works, only choosing to say that it would never work. If you were a scientist you would be laughed out of your profession because you have to experiment with something in order to find out if it would work or not. This is why so many "mods" fail, and why I'm sick of most of them. They think being original means tearing apart the game they're basing it off, and originality has nothing to do with that because everyone else and their dog thinks it's more fun to add stupid units to a game

aircraftkiller (03:25 AM) :

Renegade was shit.

aircraftkiller (03:25 AM) :

That's why it's a dead game.

Renardin (03:26 AM) :

The first reborn (full of bugs and I never worked on it) was more true to TS about infantry.

Renardin (03:26 AM) :

and it was boring as hell

aircraftkiller (03:26 AM) :

Not the damages.

aircraftkiller (03:26 AM) :

It doesn't matter if it has only 8 soldiers. What matters is how they interact with the world

aircraftkiller (03:26 AM) :

Team Fortress had only like five characters but it was still immensely fun.

Renardin (03:27 AM) :

yeah, but I think we can have fun with all our characters.

aircraftkiller (03:27 AM) :

If you kept the TS damages and appearances, you wouldn't have to spend months balancing shit out, it was already balanced in the game and Renegade is already built for RTS damage input

Renardin (03:28 AM) :

The rts balance doesn't fit a fps balance. Who would like to be infantry if they can be owned by a tank in a sec. I mean in TS, you could kill like 100 soldiers with a simple devil's tongue, that doesn't fit to a fps... don't tell me it does...:S

aircraftkiller (03:29 AM) :

You just don't understand how it works at all, I give up.

aircraftkiller (03:29 AM) :

Back to bashing for fun

Renardin (03:29 AM) :

aircraftkiller (03:30 AM) :

I'll make one last attempt at beating this into your head

aircraftkiller (03:30 AM) :

If you're a soldier, vehicles are supposed to kill you easily. The worst part of Renegade was that it took way too much effort to destroy a lone soldier because of how easy it was to evade vehicles.

aircraftkiller (03:30 AM) :

If you don't want to get run over, make levels where you can hide and evade vehicles in natural cover. This means trees, plants, bushes, rocks, and mountains. Not that stupid "tunnel" shit

Renardin (03:31 AM) :

then what's the problem with more infantry ? we haven't finished our levels, some are still under

work. We wait the buildings.

aircraftkiller (03:31 AM) :

I know for a fact that most players like to be sneaky instead of be forced to either run into a hallway, or run into flat terrain with no cover at all. Games are more fun when it feels like you're a real soldier where you can hide behind objects or take cover in foliage

Renardin (03:32 AM) :

so it's just a question of level design then if I understand what you say. yes?

Renardin (03:32 AM) :

not a question of infantry number...

Renardin (03:34 AM) :

well I take notice about the 'level comment' wich seems good to me then.

aircraftkiller (03:34 AM) :

No, it's also because you keep deviating from TS.

aircraftkiller (03:35 AM) :

You don't need a bunch of made up bullshit to enjoy something. I can understand adding in actual units from a military force like officers and snipers, but bomb squads, random mutants, etc are just pushing it. Nobody needs to be "assrammer mutant #49125 armed with spoooge cannon" to enjoy a game

Renardin (03:35 AM) :

Well, it's a mod. We stick to TS as much as we can. But for infantry, we added some stuff just for the gameplay. It's not so bad.

aircraftkiller (03:35 AM) :

yeah okay you'll see what I mean when you release it and it plays just like Renegade. That game killed itself because Renegade had horrible gameplay. I'm off, you're not going to understand my point of view and Reborn will probably continue to suck indefinitely if it's ever released.

Make your own opinion. I liked Renegade, that's why I add more infantry.

That brings us to an interesting question :

Does a RTS system can be applied to a FPS game and still be good to play ?

Subject: CNC REBORN: Refinery

Posted by [Mighty BOB!](#) on Fri, 13 May 2005 01:42:57 GMT

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This mod will finish unlike Renegade Alert which was abandoned when it was almost done. If you are working on the 'oh so good' BF2 engine then why does most of that stuff look like it has the same poly count as the RenAlert stuff? Honestly the RenAlert stuff looks better than the stuff you are making for BF2.

I actually liked RenAlert back in 2001-2002 before I knew how much of an ass you and your team are. (Chronojam is the only level-headed person on your team [of the members I know, I have not seen what all of the members post, so I am only speaking of the things that I have seen from the other ones]. He is always calm & collected & he presents well organized reasons for his poasts & I haven't seen him flame anyone who didn't deserve it.)(& Sir Phoenix usually is ok as well but I haven't seen him say stuff as much) Just go away & stop being involved in the C&C community.

The only relation that you have anymore is the fact that the mod you are making is in the Red Alert universe. No one (or very few people) will buy BF2 just for this mod, at least with RenAlert it was on a game that much of the C&C community had. The only people who like you are on your team because you are constantly alienating yourselves from the rest of us. You don't post much in the way of constructive criticism, just flames of how everything you don't make sucks. At least when I say something doesn't look good I give good reasons why & I don't say it in an aggressive way. (that's what always starts the flame wars, people don't neutrally say what they think looks bad, they always have to say "omg !t \$uX0rz!!". Or someone has to go & shoot off their mouth about something because of a pre-existing prejudice & grudge against someone else instead of the piece of work that is being shown.)

Subject: CNC REBORN: Refinery
Posted by [uUnNcCILE](#) on Fri, 13 May 2005 01:43:51 GMT
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oops.. doubled the message by accident and all i can do is edit...

can't find the delete button. sorry..

Subject: CNC REBORN: Refinery
Posted by [sloth4urluv](#) on Fri, 13 May 2005 01:46:05 GMT
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Aircraftkiller Complimenting someone on your team, however cowardly they may be, is not the same as saying I like Reborn. I despise Reborn, and take joy in the fact that I directly contributed to its death.

Aircraftkiller: lol

Aircraftkiller: Do me a favor in the future

Sloth4urluv: whats that

Aircraftkiller: If you're going to badmouth me, at least say it where I can read it.

Aircraftkiller: Like preferably in chat. I have this thing where I have a strong dislike for cowards online

Sloth4urluv: k no problem.

Aircraftkiller: Thanks Since we're being honest here, your work is rather sub-par. I think you'd do better if you spent some real time fixing up the interior of that Refinery to make it look like it's more real, and less "inside of a soda can"

Sloth4urluv: lol aight

Aircraftkiller signed off at 9:02:44 PM.

Aight guess I should say something.

First I wouldnt consider myself cowardly. You started talking to me I replied. You then complimented my work (which 20 min later is now "sub-par" lolz)and tried to get me to join your team. Instead of talking yourself and your mod up you decided to say how much ours sucked. I would have told your right then that you could go jam a cucumber up your ass but I didnt see what

you posted until after I talked to renardin.

Second Reborn is dieing? could have fooled me. shit better watch out ack is going to kill us.

Third I model for the fun and love of the game. I am not a professional, I dont get paid to do this nor have I ever taken any classes for this. I work on these models when I can and im open to constructive criticism. It sux I hate it dosnt really help me much there. The interior is just the basic skeleton layour of the ref. Im sorry if its not a fully functional 100% built to spec working refinery. ITS A GAME! And plus I have a life besides modeling. Do you think westwood went around asking all there gamers what they thought of each building and unit before they released it? Not to mention the only thing your going to be doing inside is running to mct and pts. To me cluttering the inside is just going to get in the way. If you feel it looks like the inside of a soda can and absolutely cant stand it why dont you show me how it should be done. (Remember its the renegade engine not bf2)

Id like to thank renardin for bringing up your allied infantry tent equiped with a underground battle station? (must be a bitch to setup) Since were being frank now I guess im free to say Ive modeled better things in my toilet before.

I guess to sum it all up I really dont give a shit what you think.

Oh and plus j_ball430 if you got something to say id like to hear it after you submit your extremely l33t work, because im not seeing shit comming from you. If you dont want to play our mod thats up to you. So until you prove me wrong that your not a dumbass you can go fuck yourself also

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Fri, 13 May 2005 01:50:09 GMT
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Wow and I tried to talk with him... I lost my time. Anyway I am up for the challenge ack. I will show you my point with the mod.

Subject: CNC REBORN: Refinery
Posted by [Sir Phoenixx](#) on Fri, 13 May 2005 02:06:54 GMT
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Quote:Who would like to be infantry if they can be owned by a tank in a sec.
You don't, it takes some time for a normal tank(ish) unit like the Ticktank and Titan to kill infantry, they're made to take out other tanks/vehicles.

Quote:I mean in TS, you could kill like 100 soldiers with a simple devil's tongue, that doesn't fit to a fps... don't tell me it does...:S
It's a flame tank, it's supposed to be really effective against infantry. I don't think it would be able to take out a hundred soldiers, it would probably take like 10-15 rifle infantry to take down a devils tongue, even less with disc throwers or rocket soldiers, etc.

Quote:If you feel it looks like the inside of a soda can and absolutely cant stand it why dont you show me how it should be done.

The only things it needs is a gate on the front where the harvester's tiberium tank is pulled in, a simple large conveyor belt that brings it to or over a simple chute where it dumps it's load. And then have a door on the side that goes into a small room with the PT and MCT, with a window that shows the above mentioned area, and make the above area unaccessible.

Doing this would only add a small amount of polygons, since you'd only be seeing it from the outside through the gate as it opens for the harvester's tank, or from the PT/MCT room through a window (dirty glass maybe), the parts don't have to be complex at all, simple shapes (a simple texture for the unaccessible area would show the necessary details) would do.

Subject: CNC REBORN: Refinery

Posted by [Renardin6](#) on Fri, 13 May 2005 02:12:04 GMT

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Sir PhoenixxThe only things it needs is a gate on the front where the harvester's tiberium tank is pulled in, a simple large conveyor belt that brings it to or over a simple chute where it dumps it's load. And then have a door on the side that goes into a small room with the PT and MCT, with a window that shows the above mentioned area, and make the above area unaccessible.

Doing this would only add a small amount of polygons, since you'd only be seeing it from the outside through the gate as it opens for the harvester's tank, or from the PT/MCT room through a window (dirty glass maybe), the parts don't have to be complex at all, simple shapes (a simple texture for the unaccessible area would show the necessary details) would do.

It didn't do that in Tib Sun if I remember it well. The only game where I saw this was TD. We found another way to collect tiberium from harvester. You will see it. Even simpler way and looks ok.

Subject: CNC REBORN: Refinery

Posted by [cheesesoda](#) on Fri, 13 May 2005 02:14:31 GMT

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sloth4urluvOh and plus j_ball430 if you got something to say id like to hear it after you submit your extremely l33t work, because im not seeing shit comming from you. If you dont want to play our mod thats up to you. So until you prove me wrong that your not a dumbass you can go fuck yourself also

Okay, you little peon. I can't do better, but just because I can't do any better, doesn't mean that I can't criticise it. When you go see a movie and it sucks, you don't go, "that's still better than I can do," you say, "that movie sucked," so don't give me "it's better than you can do" bullshit. We are all entitled to our opinion, and on these forums, we are allowed to express it. I'm expressing my opinion, and if you don't like it, you can shove it up your ass and put me on your ignore list. If Retardin doesn't want to accept criticism, that's fine, but I'm going to call him out on it.

<http://www.deviantart.com/deviation/18257260/>

Subject: CNC REBORN: Refinery
Posted by [Fabian](#) on Fri, 13 May 2005 02:17:40 GMT
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VolkovAircraftkillerWorse than that, you'll never find a Refinery that has nothing inside it. Even the Tiberian Dawn Refinery had an interior inside one of the videos, and it's extremely detailed with loads of pipes and grates everywhere.

This is just completely barren and shows no resemblance to a Refinery whatsoever. Also, why are you rendering this shit in 3D Studio when you can put it into Rendegade's engine?

Remember, it's Nod, not NOD.

LOL, he's scraping the bottom of the barrel to find bad comments, how pathetic can ya get.

He always does that. I played Renegade for 2 years, and not once did I or anyone else say, "Gee...that Refinery sure is boring. They should have spiced it up with some office chairs and a coffee machine." And the Renegade Refinery (MP) interior is even simpler than the Reborn one...

Subject: CNC REBORN: Refinery
Posted by [Sir Phoenixx](#) on Fri, 13 May 2005 02:19:33 GMT
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Quote:It didn't do that in Tib Sun if I remember it well. The only game where I saw this was TD. Yes, it does do that in Tiberian Sun, I started a skirmish level and just built the refinery to make sure before I said anything. It does get pulled back into the refinery, when it's done unloading, the tank comes back out and back on the harvester then it goes to pick more up.

In Tiberian Dawn the tiberium tank was grabbed off of the harvester, and rotated up from there, and dumped it's load right there.

Subject: CNC REBORN: Refinery
Posted by [Mighty BOB!](#) on Fri, 13 May 2005 02:31:17 GMT
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yeah it does it in TS too, although you can't see where it goes in TS.

Subject: CNC REBORN: Refinery
Posted by [sloth4urluv](#) on Fri, 13 May 2005 02:33:58 GMT
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j_ball430sloth4urluvOh and plus j_ball430 if you got something to say id like to hear it after you submit your extremely l33t work, because im not seeing shit comming from you. If you dont want to play our mod thats up to you. So until you prove me wrong that your not a dumbass you can go

fuck yourself also

Okay, you little peon. I can't do better, but just because I can't do any better, doesn't mean that I can't criticise it. When you go see a movie and it sucks, you don't go, "that's still better than I can do," you say, "that movie sucked," so don't give me "it's better than you can do" bullshit. We are all entitled to our opinion, and on these forums, we are allowed to express it. I'm expressing my opinion, and if you don't like it, you can shove it up your ass and put me on your ignore list. If Retardin doesn't want to accept criticism, that's fine, but I'm going to call him out on it.

<http://www.deviantart.com/deviation/18257260/>

What I was trying to say which you evidently didnt get was if you dont like it no one is forcing it on you. Im not forcing you to play something you think sucks or go see a movie that you think sucks. Just because you and you mighty dumbshitness dosnt like it dosnt mean you have to sit here and just go reborn sux reborn sux. Dont ruin it for the people that have something intelligent to say.

And im a peon? Who the fuck are you?!?? You somone important I dont know about whos opinion matters so much to me?

lol Fucktard n00b. get a fucking life.

Subject: CNC REBORN: Refinery
Posted by [evansnce](#) on Fri, 13 May 2005 02:36:06 GMT
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AircraftkillerAlso, why are you rendering this shit in 3D Studio when you can put it into Rendegrade's engine?

Remember, it's Renegade, not Rendegrade.

Subject: CNC REBORN: Refinery
Posted by [cheesesoda](#) on Fri, 13 May 2005 02:43:00 GMT
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sloth4urluvWhat I was trying to say which you evidently didnt get was if you dont like it no one is forcing it on you. Im not forcing you to play something you think sucks or go see a movie that you think sucks. Just because you and you mighty dumbshitness dosnt like it dosnt mean you have to sit here and just go reborn sux reborn sux. Dont ruin it for the people that have something intelligent to say.

And im a peon? Who the fuck are you?!?? You somone important I dont know about whos opinion matters so much to me?

lol Fucktard n00b. get a fucking life.

What I'm trying to say is, I can give my damn opinion about whatever I fucking want. I never said you were forcing Reborn on me. Just because I may not play it doesn't mean that I can't form an opinion on the staff and the work that I've seen. I find it downright retarded to ignore respected members' opinions because you don't want to hear it (by you, I mean Retardin). It's too fucking

bad if it's not what's wanted to be heard, but you can't improve if you don't listen to (negative) criticism. I'm not saying you should listen to "OMG UR WURK SUX," but don't throw out vlokt's opinion because you are too lazy to try and make it realistic. Plus, I don't go "Reborn Sucks Reborn Sucks". I just say it whenever necessary, like my last post, for instance. I have something intelligent to say, but it's morons like you and Retardin that just don't want to hear it because it's not what you would consider *helpful*.

Yes, you're a peon. You come in here demanding me to prove that I'm *worthy* of forming an opinion and then expressing it. Who the fuck are you to say that? You're a nobody on here. I may not be one of great importance, but that only throws you farther down the chain. "Get a fucking life." Where the fuck did that come from? Just because I share my opinion that automatically makes it that I need a "life"? Great logic there, moron!

Subject: CNC REBORN: Refinery
Posted by [Aircraftkiller](#) on Fri, 13 May 2005 03:00:33 GMT
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Quote:Aight guess I should say something.

First I wouldnt consider myself cowardly. You started talking to me I replied. You then complimented my work (which 20 min later is now "sub-par" lolz)and tried to get me to join your team. Instead of talking yourself and your mod up you decided to say how much ours sucked. I would have told your right then that you could go jam a cucumber up your ass but I didnt see what you posted until after I talked to renardin.

I was talking about the interior had you paid any attention at all, and it wasn't 20 minutes later. You have a very abstract sense of time, because I messaged you around 3 PM, and bashed your interior around 7 PM. Unlike a lot of people, I don't like to spend my time going "this or that is good, we're awesome, look at us." I say what I think, and I think you're wasting talent in Reborn considering it's probably never going to get released. Furthermore they have shit for leadership and squander everything.

Quote:Second Reborn is dieing? could have fooled me. shit better watch out ack is going to kill us.

Is it released? Wait, no it isn't... This "mega upgrade" has been in the works for well over a year, coming on a year and a half. Reborn has yet to produce anything playable in the two and a half years they've worked on it. It's dead, and will stay dead.

Quote:Third I model for the fun and love of the game. I am not a professional, I dont get paid to do this nor have I ever taken any classes for this. I work on these models when I can and im open to constructive criticism. It sux I hate it dosnt really help me much there. The interior is just the basic skeleton layour of the ref. Im sorry if its not a fully functional 100% built to spec working refinery. ITS A GAME!

No, it's not a game. It's a shit poor modification... I don't care if you're professional or not, I don't care when you work on models, and I don't care about your other excuses. You have the same problem the rest of Reborn's team does, you can't accept any sort of criticism whatsoever and you

never improve any of your work. We've given you enough suggestions on how to improve the interior and you act as if nothing was ever written. I should dub you Angel of Dawn the Second.

Quote:And plus I have a life besides modeling.

WOW AREN'T YOU SPECIAL SO DO !

Quote:Do you think westwood went around asking all there gamers what they thought of each building and unit before they released it?

You aren't Westwood Studios.

Quote:Not to mention the only thing your going to be doing inside is running to mct and pts. To me cluttering the inside is just going to get in the way. If you feel it looks like the inside of a soda can and absolutely cant stand it why dont you show me how it should be done. (Remember its the renegade engine not bf2)

So? Having things inside buildings allows you to hide in them and take cover behind objects. You obviously have no grasp of close quarters combat and why it's important to have interior decorations for both gameplay and appearance.

Quote:I guess to sum it all up I really dont give a shit what you think.

You don't care at all, but simultaneously complain and whine about what I wrote. That's fucking genius, you'll be the next Einstien!

Subject: CNC REBORN: Refinery
Posted by [PermaGrin](#) on Fri, 13 May 2005 04:18:20 GMT
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AircraftkillerSo? Having things inside buildings allows you to hide in them and take cover behind objects. You obviously have no grasp of close quarters combat and why it's important to have interior decorations for both gameplay and appearance.

Yea, listen to Acky, the inside of his radar dome was much better.

Ok there is my one interjection on the "mod war". See you guys in another couple of months, because I know you all will still be singing the same tune.

Subject: CNC REBORN: Refinery
Posted by [genetix](#) on Fri, 13 May 2005 04:21:29 GMT
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sloth4urluvOh and plus j_ball430 if you got something to say id like to hear it after you submit your

extremely l33t work, because im not seeing shit comming from you. If you dont want to play our mod thats up to you. So until you prove me wrong that your not a dumbass you can go fuck yourself also

Ignore him, he just wants to share the other end of that cucumber with ack.

By the way, I agree with what other people have said a little while ago... the thing about some people having a life...

I posted here and left for a play. When I came back a few hours later there was over a freaking page of flaming. GET A LIFE! If you have that much time to blow and your between the ages of 15 and 30... Well I guess at this point theres not much you can do other than shoot yourself and get it over with. Take an adventure and open your door, heck even getting out of your chair would probably be an adventure for a lot of you...

EDIT

I just went over to the renalert website. First of all it looks worse than that artwork of ACK's posted a little while ago... Second of all, atleast ack's got something right:

Aircraftkiller This is one of the ideas I've had bouncing around the empty shell of my head for the past few months.

Source:

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=6433>

I think he deserves a reward for realizing this :rolleyes:

Subject: CNC REBORN: Refinery

Posted by [cheesesoda](#) on Fri, 13 May 2005 04:34:02 GMT

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Oh FFS, could you, for a minute, stop being a retard? Why do I get labeled with Aircraftkiller as soon as I share the same opinion on Reborn as he does? I don't get automatically associated with Crimson or gbull because they're Republicans, but apparently this is a completely different situation because everybody who agrees with Aircraftkiller wants to "share the other end of that cucumber" with him. I don't consider you a cum-filled twat who does nothing but brown nose Retardin because you agree with him, so why do it with me or anybody else for that matter?

We spend time on a computer, so do you, but since you were AFK for a few hours while others weren't, that makes you somehow have a "life" whereas the others don't. Of course, timezones and plans (or lack there of) don't play a role in that at all. No, that can't be true. People living in different time zones? Who ever heard of such a crazy idea?

Subject: CNC REBORN: Refinery

Posted by [genetix](#) on Fri, 13 May 2005 04:47:15 GMT

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you sure post a lot...

First of all, the only reason I relate you with ack is because you seem to agree with him all the time and disagree when he disagrees. Don't you remember in Elementary math classes where you had to match the shapes? Are you missing the pattern here? I'm simply expressing myself so calm down.

As for the second part. What are you trying to get at with timezones? Timezones don't make hours go by faster for some people. My point was that There is way to much posting going on by the same people. that to me is like a red flag in the air of a lowlife.

I'm just waiting for this topic to get locked now. Seems like some of the people in here need a breather. Maybe some of your guys that are posting like crazy would take my advise then and get out of your chair. I'll even give you a highlight of it. You could grab a can of coke...

Subject: CNC REBORN: Refinery
Posted by [cheesesoda](#) on Fri, 13 May 2005 04:55:56 GMT
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I post a lot, yes, it's because I work in an office with nearly nothing to do... ever. That gives me roughly 5 hours to do nothing but sit and post.

I agree and disagree on Reborn and politics. The only time you see me post against him is when he makes a post about something I completely disagree with. If he does something annoying, I, unlike others, stay out of it and just ignore his and others' retaliating posts. I'm not one of those who insults him then calls for him to be banned/ignored because he insults them back. The only pattern you see is me resembling that of a person with common sense.

People are on at different times of day because of their geographic location. For all you know, it could be the middle of the day for me and I'm stuck at work. I can't exactly go off and have plans while I'm in the office, or it could be too late in the night (like it is) for me to go out and do anything because of work or other events during the day. My point is, different lifestyles and geographic locations lead to different lengths of time and posting opportunities for certain people.

Subject: CNC REBORN: Refinery
Posted by [sloth4urluv](#) on Fri, 13 May 2005 04:56:11 GMT
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Ok guys this is what im trying to say. I have absolutely no problem with constructive criticism but you 2 arent really doing that. Check out a comment that is of worth value to me. Tells the problem and a solution.Sir PhoenixxThe outside of it looks pretty good, but the interior needs to be redesigned.

It doesn't look like there's a place for the harvester to unload the tiberium, the tiberium storage tank on the back of the harvester is supposed to go into the refinery, but there's a solid wall in the

way, then a lobby of sorts behind it. The two tall cylindrical objects on top of the refinery don't seem to go anywhere.

Even if it's not animated to show it unloading/etc., the interior should still actually look like it's in a refinery.

(Also, the harvester looks a little too small compared to the refinery in those screenshots.)

Now ACK

YOU SHOULD TAKE SOME ADVICE FROM YOUR OWN FORUM!

A: Saying you dislike something without saying why or giving a suggestion to improve is not tolerated.

B: Be thoughtful in your replies. We work hard and expect little in return except a bit of respect for our sanity.

C: Do not take threads off topic, that is what the general discussion and off topic sections are for. <http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=6433>

I think you kinda violated all 3 of those.....

AircraftkillerWorse than that, you'll never find a Refinery that has nothing inside it. Even the Tiberian Dawn Refinery had an interior inside one of the videos, and it's extremely detailed with loads of pipes and grates everywhere.

This is just completely barren and shows no resemblance to a Refinery whatsoever. Also, why are you rendering this shit in 3D Studio when you can put it into Rendegade's engine?

Remember, it's Nod, not NOD.

I do believe you said it yourself it was a rendered video. and im not exactly going for the extremely detailed cluttered look.

AircraftkillerI'm still waiting for you to add something to that Refinery. When it gets a functional looking interior it might actually be a decent structure, but knowing Reborn anything you do will make it end up sucking like always.

Thanks anything we do just sucks I guess.

AircraftkillerWhat players, genetix? You really think Reborn will get finished, much less have more than three people playing it?

Just because you don't notice interior detail does not mean it should be a barren room.

So you want us to spend alot more time adding more detail, but you also say by the time we finish there will only be like 3 people playing it?

I have nothing against your opinion but how does this help me make the ref better?

j_ball430You want to get your mod out by the summer? Which summer exactly? 2005? 2006? 2010? If you rush your work, it'll end up shitty. A good example of this is the game you're currently modding. Why sacrifice quality for time constraint? It's not like you're going to finish this mod anyways. Might as well make it look as good as you can before you throw it away, that way you can try and argue that your mod wasn't a failure once you do throw it out.

Why shouldn't you care about details? Details are what make everything. Putting detail into your work shows dedication and love for what you're doing. Plus, leaving out common sense things just goes to show how much intelligence, or lack there of, the team actually has. If you don't care about the details, your mod's going to end up like the last Reborn team's release.

There is a difference between model detail and quality, and detail isnt directly related to the fun factor either. and plus what good is a mod that by the time its finished nobody will play it?

What exactly was your opinion there for me?

j_ball430You're a fucking retard. You want your opinion from the players, but then you ignore them if it's not praise. FFS, grow the fuck up.

Where do you get that idea? I wouldnt post my work if I didnt want feedback?

j_ball430I see no point in being polite to morons.

Yes, you do ignore comments. You may read them, but that doesn't mean that you actually take them into consideration. If they're small minor details that everybody unanimously agrees with, then you adjust a little bit, but other than that, you don't care what others think unless it's a god damn praise.

No, you idiot. It's not just from this thread that I've come to the conclusion that you don't give a fuck about one's opinion unless it's something that you want to hear. You've never been one to actually take others' opinions into consideration unless it was either your assramming buddies or your brown nosing followers. Try to not be so fucking stupid.

I just dont like listening to comments from ACK that suggest that its going to suck no matter what. It dosnt really accomplish anything.

I guess your still assuming that im just going to leave the inside the way it is? It was just meant to show the layout.

j_ball430You're not taking the time to make a quality mod just so you can get it out for the summer. You're just doing a halfassed job to "give the people what they want", but what they want is a good mod.

No shit what you read above is sarcastic. Did you have someone tell you that, or did you figure it out all by yourself?

And still you just continue to say nothing of value.

j_ball430How am I changing the subject when you bring up my sarcastic remark? I knew you were stupid, but that's just a new low.

Yes, you're going to rush your release, and it's going to suck. I have no doubt that it'll be better than the old Reborn team's release, but that's not saying much.

Subject: CNC REBORN: Refinery

Posted by [cheesesoda](#) on Fri, 13 May 2005 04:59:47 GMT

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Congratulations, you took every post of mine that WASN'T directed towards you and responded

as if it was! It wasn't meant for you, it wasn't aimed at you, it doesn't include you, so don't respond to it, but if you feel so inclined to respond, defend Retardin (the person who those posts WERE intended for) instead of yourself.

Subject: CNC REBORN: Refinery
Posted by [Jecht](#) on Fri, 13 May 2005 05:21:08 GMT
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Let me start off by saying - DAMN THIS THREAD GOT BIG QUICK

lol they thought j_ball is like ACK just because he has the same opinion of Reborn as ACK. For one, j_ball isnt an asshole. , at least not that I know of.

@ACK - You see nothing well done with the Refinery at all? You never commented on the outside aside that You thought it shoud be shown using the w3d engine

@Renardin - Listen to what the players want, if you dont, no one will play. j_ball and vlotboky were mearly telling you what they thought would make your mod better and you shot down all but the ideas you previously stated you were going to correct in the future.

Just a little constructive criticism...

Subject: CNC REBORN: Refinery
Posted by [CnCsoldier08](#) on Fri, 13 May 2005 05:57:49 GMT
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Rendarin...I find it funny how you target Aircraftkiller out of this group. He is not the only one saying that you should redo the so called interior(it isn't much)

Also, why the fuck did you post that old, outdated picture? It has no relation to this thread..besides you flaming Red Alert: A Path Beyond, which, incase you haven't noticed, isnt even on the same engine. Why do you care about his work when it is now in no way/shape/form related to you/your mod/your work.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Fri, 13 May 2005 07:37:54 GMT
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:rolleyes: I already gave enough on my time to explain this.

I am a fan of Renegade. It's renegade forum here... Play renegade a bit... Then you will see my point.

Subject: CNC REBORN: Refinery
Posted by [Aircraftkiller](#) on Fri, 13 May 2005 07:42:06 GMT
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Quote:By the way, I agree with what other people have said a little while ago... the thing about some people having a life...

That's great. I disagree because you've still got time to post here and complain about what we're writing. You are just as bad as anyone else in this forum.

Quote:I posted here and left for a play. When I came back a few hours later there was over a freaking page of flamming. GET A LIFE! If you have that much time to blow and your between the ages of 15 and 30... Well I guess at this point theres not much you can do other than shoot yourself and get it over with. Take an adventure and open your door, heck even getting out of your chair would probably be an adventure for a lot of you...

I'm 21, have a wonderful girlfriend, a great life and am located right next to a beach which I can hit with a stone from my front porch. Many people can only dream of living where I do right now. I go out and enjoy life as much as possible. Just becuase I bash retards on the Internet like you in a few seconds doesn't mean that I spend no time doing anything else.

Quote:you 2 arent really doing that.

Yes, we are. You just don't like being criticized - I gave you several suggestions on how to improve that soda can interior. It isn't my concern that your ego gets in the way of changing your work.

My forum rules for my updates have nothing to do with this discussion. I do not pretend to treat everyone equally in regards to bashing Reborn and discussing my team's work on my forum. Whether or not I bash your garbage in this forum has no relevance to my forum rules, which only apply in my forum.

Quote:I do believe you said it yourself it was a rendered video. and im not exactly going for the extremely detailed cluttered look.

Instead, you went for an interior with no detail at all! How you went from "I won't clutter it up" to "I won't put a damn thing into it" I will never understand.

Quote:Thanks anything we do just sucks I guess.

You finally figured this out!

Quote:So you want us to spend alot more time adding more detail, but you also say by the time we finish there will only be like 3 people playing it?

Back when I was working on Renegade Alert, I could have a building done with a complex interior before a week was over. I usually finished one within two days because of how streamlined the process became. It doesn't take me over a year to get one building done with a soda can for an interior. At this rate Reborn: The Ultimate Barn Experience will never be finished. Everyone who

says "OMFGR YOU ABANDONED RANALART SO THAT JUSTIFIES WHATEVER WE SAY" is an idiot, Reborn has taken more time to finish just one building and all of its units than we did. At least we supported our community and didn't condemn them to waiting over a year for a single playable release.

Quote:Play renegade a bit...

No, Renegade sucks. Not as much as Reborn (If that's even possible!) but it does indeed suck.

Subject: CNC REBORN: Refinery
Posted by [Aurora](#) on Fri, 13 May 2005 07:53:43 GMT
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BeanyheadvlokbtokyvlokbtokyAbsolutly no logic was considered in the design of that interior. Redo it.

Quote:Make your own opinion. I liked Renegade, that's why I add more infantry.

"I liked TV, that's why I add more reality shows"

Balance

Subject: CNC REBORN: Refinery
Posted by [uUnNcCILE](#) on Fri, 13 May 2005 08:16:55 GMT
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Ack.. i'm curious.. if you hate the mod so much.... Why do you spend time bashing it.. like. is it even worth your time? the more you bash. the more potential ideas you provide for others to improve upon (dont' say it is impossible coz they lack talent... that is not a fact. that is more of a subjective assumption...)

age of 21.. beautiful life. etc etc.. i suppose "civilized and well educated" you should also be.... again.... why waste time..? if you believe they're retards.. then why do you keep on telling the retards that they're retards when the retards are never gonna understand what you're trying to say? u're like. trying to get blood out of a rock...? does that make you any smarter then the retards? (not against you... just an example..)

dislike it..(for everyone involved in flaming)...? sure.. comment on it.. and if the creator disagree with the comment.. leave him alone and he'll eventually be doomed if your point of view is right...

like. come on.... if all of you beleive that you guys are all educated and right about yourselves.... then let's act up to that socail status.. and stop flaming each other as if "oh i have so much reputation to ruin"..the more you flame.. the more you show that your ugly side of life.....

it's pretty much like...dragging down your down intellegence to match an idiot.. then use the

language of an idiot to fight with him.... wtf would you do that? when you could just avoid it and be as intelligent as you could be..?

one is not so great when one needs to bash others to make others look bad.... if one is so great.. one doesn't need to do a thing at all... the fool will make a fool out of him/herself as time passes by.....

just in case, i'm not against anyone.... i just want ppl to figure out how wasteful of time it is to flame for 3.5 pages out of a 4 page thread...

yes.. i could just ignore this thread and don't comment on this.. but i'm not here to argue with anyone.... i just wanted to look at the refinery and give my comment.... but before i got my chance.. i ended up seeing such.. pointless debate of something that is totally subjective... and never ending....

so plz don't flame me for my post.... the refinery is good.. is bad.. how to improve.... such a simple comment is nothing related to "creator not willing to listen"... "reborn suxxxxx"... "i have a girlfriend"... "next to a beach".... or whatever you guys brought up... creator not willing to listen.. then it is their problem.. you commented. then you did your job... no more aggression needed..

Subject: CNC REBORN: Refinery
Posted by [Aircraftkiller](#) on Fri, 13 May 2005 09:19:17 GMT
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You just wasted a lot of your time trying to reason with me about this... Oh the irony.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Fri, 13 May 2005 13:14:38 GMT
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Imagine a world where we should all do the same as you do. I don't like that game or idea so I do all I can to bash it.

I really don't like 'the sims' ... So by following you I should come the sims forum and bash it as much as I can...

Keep bashing us then if it makes you feel better... :rolleyes:

Let's see how more idiotic you can be. I will certainly watch that with some fun.

Subject: CNC REBORN: Refinery
Posted by [cheesesoda](#) on Fri, 13 May 2005 13:27:56 GMT
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If I'm not mistaken, these aren't the Reborn forums, so your analogy is full of shit. Plus, when he shares the opinion of the majority of the forums, it's funny to watch the minority try to defend themselves by saying, "OMG UR MEEN, STOP OR I KALL U NAMEZ!"

Bashing Reborn doesn't make me "feel better", but it does give me a good laugh to see all your pathetic replies. You get in an argument, you're trying to defend your point, but you can't, so you just toss the other person aside like you're done with them. That's not you being the "bigger" person, that's you skipping out on a worse ass beating than you've already experienced.

Yes, let's see how much more idiotic you can be.

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Fri, 13 May 2005 13:57:19 GMT
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I wasn't talking to you idiot. :rolleyes:

About reborn forum try <http://www.cncreborn.net> ...

Now you inspire me as much as this : <http://gprime.net/flash.php/randompureandsimple>

(pathetic replies... Pathetic you, conservilititititiity dude, ha ha ha!)

Subject: CNC REBORN: Refinery
Posted by [cheesesoda](#) on Fri, 13 May 2005 14:18:49 GMT
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I don't care if you were talking directly to me, but since you consider me in the same boat as him, I'd figure I should answer.

Don't visit my site, kthx.

Oh yes, Moot.

Subject: CNC REBORN: Refinery
Posted by [flyingfox](#) on Fri, 13 May 2005 18:18:05 GMT
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http://www.googlefight.com/index.php?lang=en_GB&word1=Aircraftkiller&word2=Renardin6

ownt!

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Fri, 13 May 2005 18:30:38 GMT
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http://www.googlefight.com/index.php?lang=en_GB&word1=Renaalert&word2=Reborn

Fun yeah...

http://www.googlefight.com/index.php?lang=en_GB&word1=Red+Alert+A+path+Beyond&word2=C%26C+Reborn

Even work with full names.

http://www.googlefight.com/index.php?lang=en_GB&word1=Aircraftkiller&word2=C%26C+Reborn

Subject: CNC REBORN: Refinery
Posted by [Sir Phoenixx](#) on Fri, 13 May 2005 18:40:25 GMT
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Lol, in the first one it's searching for the word reborn, in the second (and third) one that's 1,280,000,000 results for the letter C.

When it's done with the right names...

Shortened names:

renalert - 10,300

cncreborn - 842

http://www.googlefight.com/index.php?lang=en_GB&word1=renalert&word2=cncreborn

Full names:

Red Alert A Path Beyond - 620,000

CnC Reborn - 58,500

http://www.googlefight.com/index.php?lang=en_GB&word1=Red+Alert+A+path+Beyond&word2=CnC+Reborn

Subject: CNC REBORN: Refinery
Posted by [Aircraftkiller](#) on Fri, 13 May 2005 19:16:30 GMT
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http://www.googlefight.com/index.php?lang=en_GB&word1=Reborn&word2=Sucks

Reborn

2,220,000 results

Sucks

13,000,000 results

Subject: CNC REBORN: Refinery
Posted by [Spice](#) on Fri, 13 May 2005 19:42:33 GMT
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http://www.googlefight.com/index.php?lang=en_GB&word1=Reborn&word2=Red+Alert+APB

Subject: CNC REBORN: Refinery
Posted by [Renardin6](#) on Fri, 13 May 2005 19:49:34 GMT
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Aircraftkillerhttp://www.googlefight.com/index.php?lang=en_GB&word1=Reborn&word2=Sucks

Reborn
2,220,000 results

Sucks
13,000,000 results

lol, I think you don't understand what's the purpose of this website. ha ha ha.

I..... D.... I..... O..... T! (read slowly, so you won't hurt your poor brain if you have one...)

Subject: CNC REBORN: Refinery
Posted by [cheesesoda](#) on Fri, 13 May 2005 20:03:55 GMT
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EXdeath7http://www.googlefight.com/index.php?lang=en_GB&word1=Reborn&word2=Red+Alert+APB

Yeah, it's not like "reborn" is an actual word or something... :rolleyes:

Subject: CNC REBORN: Refinery
Posted by [YSLMuffins](#) on Fri, 13 May 2005 20:42:19 GMT
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Don't blame me, I've been sick with the flu this past week. =P

I hope you got enough constructive criticism from this topic, as it's evolved way past its original intention. However, I will say my input on the topic: the exterior looks great, but I agree that the interior needs more spicing up. Sure the Renegade MP Tiberium refinery was boring but we're all looking to surpass Renegade, aren't we? There were some great suggestions made early in this

thread.

I think Reborn shows promise. No one needs to prove egos or whatnot in the mod forum.
