
Subject: Command & Conquer Renegade (Reborn)
Posted by [borgcom4](#) on Tue, 24 May 2005 16:37:00 GMT
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I'm hosting a server on the new C&C Reborn. I will host everyday, maybe for an hour the next few days cause i have exams. After this week i plan on having a server running 10 hours a day at min.

If you don't have it you can get it at <http://www.cnc-source.com>

I have notice 1 problem and i have fixed it.

When you install it, it will pop up with a window that says error, to get around this you must right click on the start button (usally lowerr left coner) and click explore. Then go to where you installed reborn on your computer, ex. i installed it at C:\westwood\reborn. Find the game.exe file and creat a shortcut and place it on your desktop. Then you should be able to enter the game.

If it says you missing an mss.dll file then you need to redownload the installer, and then repeat steps agian. If you have any other proplems i will help try and solve it.

Look ing forward to seeing some of u on Reborn

Subject: Command & Conquer Renegade (Reborn)
Posted by [borgcom4](#) on Tue, 24 May 2005 16:38:45 GMT
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forgot, when you go to <http://www.cnc-source.com> you need to enter renegade/files/mods and should be the first one. There you go.

Subject: Command & Conquer Renegade (Reborn)
Posted by [cheesesoda](#) on Tue, 24 May 2005 17:09:29 GMT
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This is possibly the worst place you could ever advertise for a C&C: Reborn server. I say with confidence that a vast majority of these forums hates Reborn, including myself.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Jecht](#) on Tue, 24 May 2005 17:24:40 GMT
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insert Reborn Bashfest below

Subject: Command & Conquer Renegade (Reborn)
Posted by [bigejoe14](#) on Tue, 24 May 2005 17:26:32 GMT
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Quote:I'm hosting a server on the new C&C Reborn.
New? You're joking, right?

Subject: Command & Conquer Renegade (Reborn)
Posted by [Sir Phoenixx](#) on Tue, 24 May 2005 17:48:10 GMT
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Quote:I'm hosting a server on the new C&C Reborn.
Lol! That's just hilarious...

I don't think a 2 year old beta would count as being "new".

Subject: Command & Conquer Renegade (Reborn)
Posted by [2000_years](#) on Tue, 24 May 2005 19:58:17 GMT
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lol i was wondering then, didn't know that the new one was out

Subject: Command & Conquer Renegade (Reborn)
Posted by [cmatt42](#) on Tue, 24 May 2005 20:03:55 GMT
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It isn't.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Aircraftkiller](#) on Tue, 24 May 2005 20:12:15 GMT
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And if it ever does come out, it's going to suck as hard as the last version did.

Subject: Command & Conquer Renegade (Reborn)
Posted by [WNxCABAL](#) on Tue, 24 May 2005 20:43:50 GMT
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How did I know Mr.NoBalls would reply?

Subject: Command & Conquer Renegade (Reborn)
Posted by [cheesesoda](#) on Tue, 24 May 2005 20:45:40 GMT
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Where?

Subject: Command & Conquer Renegade (Reborn)
Posted by [PermaGrin](#) on Wed, 25 May 2005 03:18:04 GMT
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Like it or not, things have picked up somewhat and the mod isnt as far behind as it used to be. Up until a few months ago, around the time when I stopped working on Reborn, some buildings people have been picked up. Buildings are finally getting done and maps are getting worked on. Once a map or two is done, then testing can begin.

So now you may hammer away even more since I know that is all you people ever do to the mod.

borgcom4

If you are hosting a server "now". Then you are hosting the old Reborn, which is not very good. Many bugs, many errors, many problems. Yet, there are some that do play it. I would suggest saving your money and wiating for the new Reborn to get done. Yet, if you are still intent on and old Reborn server, try posting on the Reborn forums about it, I am sure you will get more people to play it, than from here.

Subject: Command & Conquer Renegade (Reborn)
Posted by [kinghigh1](#) on Wed, 25 May 2005 03:52:57 GMT
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LOL, brogcom4 I feel were you coming from. You were at the renguard page and it sent you to this forum.

Hell I can't stop laughing,they about bash the hell out of you for saying reborn on here and its the old version at that. ROFLMAO[/quote]

Subject: Command & Conquer Renegade (Reborn)
Posted by [cheesesoda](#) on Wed, 25 May 2005 03:57:22 GMT
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kinghigh, go the fuck away. You're an ignorant fuck.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Aircraftkiller](#) on Wed, 25 May 2005 04:01:05 GMT

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Yeah, testing will begin.. when? Those structures were supposed to be done a long time ago. It should not take a year to finish a Tiberium Refinery.

So much for progress... Reborn sucks.

Subject: Command & Conquer Renegade (Reborn)
Posted by [kinghigh1](#) on Wed, 25 May 2005 04:16:38 GMT

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j_ball430 I see you a lil fag on the keyboard. please let's not insult each other.

Can't we all just get alone.

Subject: Command & Conquer Renegade (Reborn)
Posted by [cheesesoda](#) on Wed, 25 May 2005 04:21:42 GMT

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kinghigh1j_ball430 I see you a lil fag on the keyboard. please let's not insult each other.

Can't we all just get alone.

Just a little hypocritical there, bud? Calling me a "lil fag on the keyboard" and then say to not insult each other. Do as I say, not as I do, eh? Either way, I still want you to fuck off. Until you stop being an ignorant fuck, I won't change the way I speak to you.

Subject: Command & Conquer Renegade (Reborn)
Posted by [kinghigh1](#) on Wed, 25 May 2005 04:45:50 GMT

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j_ball430 you can speak how you want to me.

I'm use to women bitchin at me!

...!.. :twisted: ...!..

Subject: Command & Conquer Renegade (Reborn)
Posted by [cheesesoda](#) on Wed, 25 May 2005 04:52:16 GMT

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I never needed your permission to speak to you as I wish. Trust me, I would have done it anyways.

The only "women" I can see bitching at you would be your teachers and your mother.

Subject: Command & Conquer Renegade (Reborn)
Posted by [PermaGrin](#) on Wed, 25 May 2005 13:57:10 GMT
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AircraftkillerYeah, testing will begin.. when? Those structures were supposed to be done a long time ago. It should not take a year to finish a Tiberium Refinery.

So much for progress... Reborn sucks.

Yea, they were supposed to be done a long time ago...what can I say, shit happens. The fact is they are getting done now....better late than never. I would have to asume another 2 -4 months for every building to be complete. Once those are done, Titan (along with other mappers) have several maps ready to go, they just need buildings and then LE work and other maps planned after those.

Subject: Command & Conquer Renegade (Reborn)
Posted by [JPNOD](#) on Wed, 25 May 2005 14:43:53 GMT
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I played the old Reborn, i used to be pretty good at it.
Not at all maps but whatever, i cant wait till the new one comes out ile put on a serv aswell

Subject: Command & Conquer Renegade (Reborn)
Posted by [Xtrm2Matt](#) on Wed, 25 May 2005 14:58:33 GMT
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AircraftkillerAnd if it ever does come out, it's going to suck as hard as the last version did.

RenAlert isn't any better.

Subject: Command & Conquer Renegade (Reborn)
Posted by [\[HLOW\]Tomten](#) on Wed, 25 May 2005 19:55:48 GMT
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j_ball430This is possibly the worst place you could ever advertise for a C&C: Reborn server. I say with confidence that a vast majority of these forums hates Reborn, including myself.

Oh, when did this forum only have you, Phoenixx, Aircraftkiller as members since its you three that infest every thread with 0mg Reb0rn suXxOrs.

As what Xtrm2Matt wrote, he is correct.

Subject: Command & Conquer Renegade (Reborn)
Posted by [cheesesoda](#) on Wed, 25 May 2005 20:00:22 GMT
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[HLOWTomten]j_ball430This is possibly the worst place you could ever advertise for a C&C: Reborn server. I say with confidence that a vast majority of these forums hates Reborn, including myself.

Oh, when did this forum only have you, Phoenixx, Aircraftkiller as members since its you three that infest every thread with 0mg Reb0rn suXxOrs.

Oh, I'm sorry, I must be imagining that there are others that agree. Also, when do I ever "infest" a thread with that? The thread's already infested by the time I'm there, and I usually don't spout off "Reborn Sucks". Also, for your information, neither does Sir Phoenixx, dumbass.

Subject: Command & Conquer Renegade (Reborn)
Posted by [\[HLOW\]Tomten](#) on Wed, 25 May 2005 20:03:50 GMT
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j_ball430[HLOWTomten]j_ball430This is possibly the worst place you could ever advertise for a C&C: Reborn server. I say with confidence that a vast majority of these forums hates Reborn, including myself.

Oh, when did this forum only have you, Phoenixx, Aircraftkiller as members since its you three that infest every thread with 0mg Reb0rn suXxOrs.

Oh, I'm sorry, I must be imagining that there are others that agree. Also, when do I ever "infest" a thread with that? The thread's already infested by the time I'm there, and I usually don't spout off "Reborn Sucks". Also, for your information, neither does Sir Phoenixx, dumbass.

Sad that you call me a dumbass just cuz I replied to your post. I got nothing against you but I guess you havent got to the point to be mature.

Subject: Command & Conquer Renegade (Reborn)
Posted by [PermaGrin](#) on Wed, 25 May 2005 20:06:09 GMT
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Honestly I doesnt matter which is better. I will only care which is better when we are in competition of making the most money. Both mods are made by fans that love the game they are based on. Both mods put in hard work of their own free time to create something enjoyable for others that share thier love for the same thing.

RenAlert was decent, but the time era and game it was based on just wasnt my cup of tea. My

own opinions on why I didnt like the mod is not justice for saying "it sucks."

Saying "it sucks" on further enrages the flames. I believe Ack wants to carry on this flaming as a personal vandeta due to the action of a few people. Yet, I do not believe all rest of you guys want to make things or this place any worse than it already is. Just chill with the "sucking" This thread was to announce the opening of a Reborn server by fan that likes the mod for other fans that like the mod to enjoy. This is nota who sucks more thread, dont make it one.

ty

Subject: Command & Conquer Renegade (Reborn)
Posted by [\[HLOW\]Tomten](#) on Wed, 25 May 2005 20:17:54 GMT
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PermaGrin"Lots of text"
ty

That was actually one of the best post I have read here on a looong time, congrats

And excuse me Sir Phoenixx, It turned out that I was wrong about you.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Sir Phoenixx](#) on Wed, 25 May 2005 20:51:46 GMT
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[HLOWTomten]And excuse me Sir Phoenixx, It turned out that I was wrong about you.
What?

Subject: Command & Conquer Renegade (Reborn)
Posted by [cheesesoda](#) on Wed, 25 May 2005 21:22:14 GMT
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[HLOWTomten]Sad that you call me a dumbass just cuz I replied to your post. I got nothing against you but I guess you havent got to the point to be mature.
If you would have used common sense, then I wouldn't have called you a dumbass.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Sir Phoenixx](#) on Wed, 25 May 2005 21:43:21 GMT
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[HLOWTomten]j_ball430This is possibly the worst place you could ever advertise for a C&C: Reborn server. I say with confidence that a vast majority of these forums hates Reborn, including

myself.

Oh, when did this forum only have you, Phoenixx, Aircraftkiller as members since its you three that infest every thread with 0mg Reb0rn suXxOrs.

As what Xtrm2Matt wrote, he is correct.

Lol, you're kidding, right? I have never posted anything of the sort in a Reborn thread (With the exception of a few times quite some time ago that were replies to them attacking Renegade Alert.), nor have I posted anything in a Reborn thread to try to derail the thread or to start an argument. And I've posted in many of their update threads, and I can use almost any of them as "evidence".

Subject: Command & Conquer Renegade (Reborn)
Posted by [cheesesoda](#) on Wed, 25 May 2005 22:01:33 GMT
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[HLOWTomten]And excuse me Sir Phoenixx, It turned out that I was wrong about you.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Sir Phoenixx](#) on Wed, 25 May 2005 22:25:51 GMT
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Oh, is that what he meant by that? I thought he was saying that in addition to his earlier comment, like he was saying he thought I was nice/not mean/etc. before, but now he was wrong. Uh...

(I saw that comment before the first one, so it didn't dawn on me that that's what he was talking about.)

Subject: Command & Conquer Renegade (Reborn)
Posted by [Dan](#) on Thu, 26 May 2005 10:26:41 GMT
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In my opinion, Sir Phoenixx is one of the few people here who actually post constructive criticism about the Reborn team's work. Aircraftkiller on the other hand, seems hell bent on just trying to beat them down.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Ferahago](#) on Sun, 29 May 2005 08:38:49 GMT
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Xtrm2MattAircraftkillerAnd if it ever does come out, it's going to suck as hard as the last version did.

RenAlert isn't any better.

Please I enjoy looking at RenAlert's unreleased content a lot more then Reborn's unreleased content

Subject: Command & Conquer Renegade (Reborn)
Posted by [Aircraftkiller](#) on Sun, 29 May 2005 08:50:59 GMT
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I posted constructive comments years ago for Rebran: The Ultimate Bran Cereal and they were ignored or deleted, so this is what they get instead.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Renardin6](#) on Sun, 29 May 2005 10:09:59 GMT
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phlakatonMy god man... how far do you have to go to mask the fact that you ARE the most insecure soul on these boards. Damn dude... chill out and worry about your own mods and stop beating down other people for trying to make something that doesn't meet your specific approval.

I've watched this for years and yet you still hover these forums looking for fights like a 10 year old.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Dan](#) on Sun, 29 May 2005 11:44:01 GMT
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AircraftkillerI posted constructive comments years ago for Rebran: The Ultimate Bran Cereal and they were ignored or deleted, so this is what they get instead.

I've never heard of that mod, what is it?

=)

Subject: Command & Conquer Renegade (Reborn)
Posted by [Jzinsky](#) on Sun, 29 May 2005 14:49:46 GMT
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Xtrm2MattAircraftkillerAnd if it ever does come out, it's going to suck as hard as the last version did.

RenAlert isn't any better.

Speaking of which Mr/s Aircraftkiller, seeing as you're the lead producer why don't you back up your flaming of the reborn staff and announce to us all how your own game is doing?

Subject: Command & Conquer Renegade (Reborn)
Posted by [Aircraftkiller](#) on Sun, 29 May 2005 20:11:33 GMT

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Because our work is for Battlefield 2, not Renegade, so I don't post it here. Either way, having "good work" is not a prerequisite to attacking Reborn's shoddy crap.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Jzinsky](#) on Mon, 30 May 2005 12:24:52 GMT

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No, but then what right have I got to complain about someone's bass playing when I'm poor at it myself? Who's got the right to complain about my driving when I drive for about 16 hours a day? Put someone else down when you have done better, and not before.

Attack shoddy crap when you can prove it's more shoddy and crappy than what you have produced, don't want to be left red faced if your Battlefield 2 project falls flat...

Subject: Command & Conquer Renegade (Reborn)
Posted by [cheesesoda](#) on Mon, 30 May 2005 14:51:04 GMT

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JzinskyNo, but then what right have I got to complain about someone's bass playing when I'm poor at it myself? Who's got the right to complain about my driving when I drive for about 16 hours a day? Put someone else down when you have done better, and not before.

Hmm, well thought out... too bad it's ignorant as hell.

Why does someone have to have proven themselves to do better to have an opinion? What if I am not musically inclined? Does that mean that I'm deaf and I can't tell the difference between a good bass player and someone that sucks? Just because you drive 16 hours a day doesn't mean that you should be allowed to drive like a fucking moron.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Renardin6](#) on Mon, 30 May 2005 15:25:28 GMT

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Your chatter drives us crazy

Your constant wagging chin
You never stop to listen
And it's doing our heads in!
So stop your flippin' yackin'
Get on with your job
Give us all a day off
and shut your bloomin' gob

Aaaah, poetry...

Subject: Command & Conquer Renegade (Reborn)
Posted by [cheesesoda](#) on Tue, 31 May 2005 00:56:01 GMT
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Renardin6Your chatter drives us crazy
Your constant wagging chin
You never stop to listen
And it's doing our heads in!
So stop your flippin' yackin'
Get on with your job
Give us all a day off
and shut your bloomin' gob

Aaaah, poetry...
Don't quit your day job.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Lijitsu](#) on Tue, 31 May 2005 02:55:47 GMT
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AircraftkillerBecause our work is for Battlefield 2
Oh, that looked excellent. Its coming out later this year, aint it? Ive played Battlefield: Vietnam, and, although i didnt like the APC sliding, it was still a very fun, and realistic game. Especially in that, a single soldier, if talented enough, could hold himself up in a building, and kill atleast 20 others before getting killed himself. I know that from experience. Also, i believe that Renegade Alert could have actually made it, if more people liked Renegade and Red Alert, but unfortunately, not a whole lot do. Or atleast just want to play a FPS version of Red Alert. Does Reborn come in at Tiberian Sun times, or what? I mean, im seriously confused about the timeline here, and what the hell units were gonna have. Oh, and how is it you get the pictures in your sigs? Is it only HTML, or can i open up my PhotoBucket account, find an image, and insert the IMG thing?

Subject: Command & Conquer Renegade (Reborn)
Posted by [Aircraftkiller](#) on Tue, 31 May 2005 03:21:19 GMT

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Reborn is crap, don't bother with it.

Subject: Command & Conquer Renegade (Reborn)
Posted by [cmatt42](#) on Tue, 31 May 2005 03:50:36 GMT

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Renegade Alert is crap, don't bother with it.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Lijitsu](#) on Tue, 31 May 2005 04:14:24 GMT

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Sorry, AircraftKiller, but i do want to try it before i start judging it. What did you see as "Crap" other than the wait time? And, no, Renegade Alert was very good, and well made. Like i said, nobody wanted to play Red Alert in First-Person Shooter form, is all. The only reason they couldnt put in the MiGs and Yaks, was because the only aerial units, could be hover units. Such as Helicopters.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Jecht](#) on Tue, 31 May 2005 04:27:20 GMT

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Renegade mods are a waste of hard space, play the original.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Aircraftkiller](#) on Tue, 31 May 2005 04:32:19 GMT

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I'm not so sure I want to write out every problem with Reborn, so I'll make it short:

1. Reborn's been lying since day one. They can't produce anything of quality consistently and refuse to patch their buggy ass beta release from almost two years ago.
2. They pretend to work by showing you some Max renders instead of posting in-game images, and redo their previous models instead of get them into the engine.
3. They constantly switch team members, unable to focus their efforts finds them stagnating in both creativity and productivity.
4. All of their work is sub-par and does not utilize the graphical capabilities of the engine.

5. It's unbalanced as hell, even worse than Renegade is.

6. It's led by an incompetent Frenchman and a German who never says or does anything.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Lijitsu](#) on Tue, 31 May 2005 04:36:26 GMT

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Oh, i do, and i love it. But, i do like certain Mods. Renegade Alert is one of them, and i dont just like the Renegade Mods, either, i play with C&C Generals, C&C Tiberian Sun, Battlefield: Vietnam, and others. The Original game is %98.375 of the time, very good, however the Mods add extra things. Like, i have a bunch of Skins for Renegade, just because they add something to the game. Albeit, the Renegade Nuke is awe insipiring, the Pychic Dominator Nuke that someone made, is pretty good, especially for a change. Ive added the Reborn Nod Soldier Skin, the Military Police GDI Soldier Skin, and i thought i added the Master Engineer Skin, but i dont come up. Ill have to snoop around alittle in my Data folder. Ive got a Reticle Skin, the Blue HUD Skin, the Lava Nod Buildings Skin, and several others that i thought were rather neat. One thing i cant seem to remove is that god damn Dodge thing! I cant find the very last thing, i guess, because it still initates the Dodge manuever when i push a movement button twice real close in timing to each other.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Lijitsu](#) on Tue, 31 May 2005 04:38:04 GMT

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Hmm... I still want to try it, though it has been degraded quite a bit. FRENCH MUST DIE! Stupid cowardly French sons-a-bitches... *Mumbles about killing the French.* ()Buahahaa! 3rd Page!()

Subject: Command & Conquer Renegade (Reborn)
Posted by [Aircraftkiller](#) on Tue, 31 May 2005 05:14:23 GMT

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By all means, try it out and see how shitty it is for yourself.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Lijitsu](#) on Tue, 31 May 2005 05:27:39 GMT

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Ha ha... Will do, downloading now. Ive noticed that EA doesnt get alot of praise over here in the Renegade Forums. I, personally, believe that EA is doing an excellent job with their Battlefield games, aswell as the Sims games, and other, not so large, games. Hell, i think ive only seen one, MAYBE two, EA games, that i didnt much care for. Dont remember the name(s), though.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Lijitsu](#) on Tue, 31 May 2005 06:29:42 GMT
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I cant even play it. The site that it needs to download a file from doesnt exist anymore.

Subject: Command & Conquer Renegade (Reborn)
Posted by [WNxCABAL](#) on Tue, 31 May 2005 07:49:04 GMT
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Don't play the BETA, it is now unsupported.
A new one is in development.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Aircraftkiller](#) on Tue, 31 May 2005 08:18:10 GMT
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It's been in development for well over a year, and we probably won't see a release (if one ever comes out) until late 2006 at this rate.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Lijitsu](#) on Tue, 31 May 2005 08:28:40 GMT
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WNxCABALDon't play the BETA, it is now unsupported.
A new one is in development. No shit, Sherlock. I just said that.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Toolstyle](#) on Tue, 31 May 2005 10:56:00 GMT
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Well you can actually play the version you've downloaded. You have to get the other .exe from the Reborn folder and use that.

Oh and ACF he's Belgian not French.

Subject: Command & Conquer Renegade (Reborn)
Posted by [WNxCABAL](#) on Tue, 31 May 2005 15:12:40 GMT
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AircraftkillerIt's been in development for well over a year, and we probably won't see a release (if

one ever comes out) until late 2006 at this rate.

How long did RenAlert take to make?

Subject: Command & Conquer Renegade (Reborn)
Posted by [tooncy](#) on Tue, 31 May 2005 15:18:55 GMT
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You can't really say that, because you'd be implying that they finished it.

Subject: Command & Conquer Renegade (Reborn)
Posted by [Jzinsky](#) on Tue, 31 May 2005 17:00:40 GMT
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WNxCABALAircaftkillerIt's been in development for well over a year, and we probably won't see a release (if one ever comes out) until late 2006 at this rate.

How long did RenAlert take to make?

Late 2006 is the nearest to an official date we've had yet.

When is Path Beyond due out? (serious question)

Subject: Command & Conquer Renegade (Reborn)
Posted by [Coolrock](#) on Tue, 31 May 2005 17:41:40 GMT
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Be careful when downloading Reborn as you might have to reformat your computer and/or can make you have to reinstall Renegade all over again.

I would also like to add:
REBORN SUCKS! ^_^

Subject: Command & Conquer Renegade (Reborn)
Posted by [Sir Phoenixx](#) on Tue, 31 May 2005 17:45:23 GMT
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WNxCABALAircaftkillerIt's been in development for well over a year, and we probably won't see a release (if one ever comes out) until late 2006 at this rate.

How long did RenAlert take to make?

Something like under a year until the mod was released, and we had updates released at regular

intervals.

Subject: Re: Command & Conquer Renegade (Reborn)

Posted by [Lijitsu](#) on Fri, 03 Jun 2005 09:35:18 GMT

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Hey! Someone stole my Avatar! Oh, and also, to not go off-topic, i think that the Mod Reborn sucks, from what i hear of it, but if EA ever gets off their asses and makes a C&C: Renegade: Reborn game, which i know they wont, it would be about as good as Halo. Well, Halo with more Strategy involved then just "Kill em all," or "You get their flag, ill stay here."

Subject: Re: Command & Conquer Renegade (Reborn)

Posted by [PermaGrin](#) on Fri, 03 Jun 2005 22:29:34 GMT

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It doesnt really matter if you think it sucks or not. Saying something sucks as an opinion. Saying that this mod is made by fans (that just happen to have the ability to mod a game no matter how little some of you think), for fans that enjoy the same thing, is a fact. We are not making this to "be number one", we are making for the same reason Tib Dawn drew us to Renegade. We wonder what it would be like to walk around and experince the Tib Sun world from first person and battle it out like you do in Renegade.

Subject: Re: Command & Conquer Renegade (Reborn)

Posted by [Aircraftkiller](#) on Fri, 03 Jun 2005 23:42:47 GMT

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Reborn is barely anything like TS. It sucks harder than anyone who played Tiberian Sun could imagine.

I must ask, if it doesn't matter that we say it sucks; why are you giving our responses credence by responding to them constantly?

Subject: Re: Command & Conquer Renegade (Reborn)

Posted by [Ryan3k](#) on Fri, 03 Jun 2005 23:47:44 GMT

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Too bad Renegade failed miserably in immersing people into the so-called world of Tiberian Dawn. I don't remember Laser Chaingunners or Renegade's harvester design in Tiberian Dawn.

You guys at Reborn are using the same shitty formula that was used when Renegade was being made: Add all this extra rubbish that didn't even exist in the original RTS. Liliths, Chemical Warrior, whatever... You guys are simply too afraid to diverge from the Renegade formula.

Maybe it's because you guys are afraid of alienating people...

OH WAIT.

"Experince [sic] the Tib [sic] Sun" world my ass. Reborn is shaping up to be a credible tribute to one of those hundreds of shitty mods I remember for TS that did nothing but add pointless, garbage infantry units.

Summary: Reborn fails in recreating the TS world.

Shorter Summary: Reborn sucks.

Subject: Re: Command & Conquer Renegade (Reborn)

Posted by [Nukelt15](#) on Sat, 04 Jun 2005 00:28:36 GMT

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IMHO, the single best thing Reborn could do is to simply NOT make any kind of announcements (or any mention whatsoever of the mod itself) publicly until the mod is actually ready to be released in a PLAYABLE form. Nobody has really gotten over how mind-fuckingly BAD the last release was, and as long as that is the only playable version people have to reference, that will be what they will assume the mod must be like.

Subject: Re: Command & Conquer Renegade (Reborn)

Posted by [Aircraftkiller](#) on Sat, 04 Jun 2005 00:33:48 GMT

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Well, that's one problem; the other is that their team is almost entirely comprised of idiots or thieves. There's about two good nuggets in the whole landfill called "Deezer Studios" but otherwise they're all idiots. All of them.

Subject: Re: Command & Conquer Renegade (Reborn)

Posted by [Renx](#) on Sat, 04 Jun 2005 02:05:51 GMT

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It wouldn't look so bad if Renardin would stop pretending to be their PR. I told him months ago that he sucked at it, and members of the Reborn team even agreed with me and asked him to stop doing it. The day after that he was right back at it...

Subject: Re: Command & Conquer Renegade (Reborn)

Posted by [cmatt42](#) on Sat, 04 Jun 2005 02:26:16 GMT

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Ahem We don't know if there were laser chaingunners after TD. Renegade was based after TD and before TS.

Also the key word there is 'based'.

Subject: Re: Command & Conquer Renegade (Reborn)

Posted by [Lijitsu](#) on Sat, 04 Jun 2005 07:06:48 GMT

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PermaGrin wrote on Fri, 03 June 2005 17:29We are not making this to "be number one", we are making for the same reason Tib Dawn drew us to Renegade. We wonder what it would be like to walk around and experince the Tib Sun world from first person and battle it out like you do in Renegade.

Dude, i played Renegade because i got it in a WestWood Multi-Game Pack. I got C&C Tiberian Sun, C&C Red Alert 2, C&C Red Alert 2: Yuri's Revenge, and C&C: Renegade. I saw that Renegade was a FPS, and decided to try it out. I never even knew that there WAS a Tiberian Dawn game out before i started playing. Actually, even AFTER i started playing, i still didnt know. It took me a good year to get the information, and another year before i really saw anything that looked odd in it. I know you aint makin Mods to "be number one," but Reborn aint really that great. I cant remember who posted this, but, its a great idea, but if you cant make the idea a reality, its not really worth leading people on that you can make the game properly. I think thats what the person posted. Atleast it was around that. Anyway, summery: Current Reborn Mod = HORRIBLE - Reborn Mod/Game Idea = GREAT.
