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Subject: CnC Reborn Update: Nod Buggy  
Posted by [Renardin6](#) on Sun, 14 Aug 2005 22:31:00 GMT  
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We finished the Nod Buggy. You can see it on a 'w3d viewer' pic and on a dark map to show the lights we added. Enjoy.

Model by DarkAngel  
UVW map by PermaGrin  
Skin by Renardin  
Rigged by Exdeath7

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Lijitsu](#) on Sun, 14 Aug 2005 22:43:25 GMT  
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Now that i definately nice. Excellent work.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Jecht](#) on Sun, 14 Aug 2005 23:27:23 GMT  
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not bad, i like. Can't find anything wrong with it, but if there is Im sure ACK won't let you hear the end of it.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Lijitsu](#) on Sun, 14 Aug 2005 23:43:47 GMT  
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Hes gonna say "There werent any lights on the Nod Buggy in Tiberian Sun." I just know it.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Dr. Lithius](#) on Sun, 14 Aug 2005 23:49:11 GMT  
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If he says anything at all. Besides, notice how the lights are on the buggy? They could've been "tucked in" in Tiberian Sun, har har har.

Anyway, I dig the recent Renegade Reborn models. This is no exception. And personally, I like the lights on the buggy. Some buggies have lights. Those lights on the Nod Buggy look perfectly natural.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Jokah](#) on Mon, 15 Aug 2005 01:03:15 GMT  
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As usual, lookin' mighty.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Slash0x](#) on Mon, 15 Aug 2005 04:53:22 GMT  
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I like it except for one thing, the window could use something. Perhaps detach it and add a second pass to that texture and apply a reflective effect to it (use the Environment or Classic Env), those should work nicely (if memory serves correctly).

Edit: I think the texture name is something like x\_reflect or something like that, I don't remember...

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Hydra](#) on Mon, 15 Aug 2005 06:01:40 GMT  
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What reference pictures did you guys use?

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Spice](#) on Mon, 15 Aug 2005 06:48:56 GMT  
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To get this out of the way, The blurry text is something wrong with my renegade display.

Slash0x: You think I would forget that? I got it on there. It's not on those W3D pictures though.

Anyways, It's good to see you around again.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Aprime](#) on Mon, 15 Aug 2005 07:46:24 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Turn on temporal anti-aliasing, Exdeath.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Deactivated](#) on Mon, 15 Aug 2005 11:49:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Renardin6 wrote on Sun, 14 August 2005 20:31 We finished the Nod Buggy. You can see it on a 'w3d viewer' pic and on a dark map to show the lights we added. Enjoy.

You should be using Dazzle headlights instead. They can be turned on and off depending on if you're driving the vehicle. The fixed Dazzle.ini is part of the RenCommando source files.  
<http://www.cnc-source.com/files/pafiledb.php?action=file&id=551>

How to set up the headlights:

Copy dazzle.ini to W3D viewer, mod Data and Gmax directories.

Create a plane (not a box because the light can be easily misplaced, just see the Renegade Humvee) about the size of the head/taillight and in W3D options, make it invisible and choose Dazzle as type. You're looking for the following: REN\_BRAKELIGHT and REN\_HEADLIGHT.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Renardin6](#) on Mon, 15 Aug 2005 13:26:39 GMT  
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Hydra wrote on Mon, 15 August 2005 01:01 What reference pictures did you guys use?

Video of MKII walking on Nod Buggy.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Sir Phoenixx](#) on Mon, 15 Aug 2005 15:22:06 GMT  
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Looks okay. Since the windows are relatively large on the buggy, the interior should be done, it doesn't look that good with solid windows. It would take a very small amount of polygons, about 150-200 polygons to do a simple interior.

Also, the model is missing another set of machine guns, in that cutscene screenshot it shows it having another set, it's a quad setup of machineguns.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Renardin6](#) on Mon, 15 Aug 2005 16:38:42 GMT

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We know. We can't add more or you will have problems to aim at infantry.

The window is black on the cutscene so it's also black on our model. Don't blame us for doing it like TS this time...

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**Subject: Re: CnC Reborn Update: Nod Buggy**  
Posted by [Sir Phoenixx](#) on Mon, 15 Aug 2005 17:17:35 GMT

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Quote:We know. We can't add more or you will have problems to aim at infantry.  
You don't have to make all of the barrels actual gun barrels, just edit the animation/model of the muzzle flash to have four around the center, instead of the one) and have it fire from the center of the four barrels as if it had a single barrel.

(Even if it had four actual guns, it wouldn't hinder the aiming, unless the guns were controled by the computer, it would actually help the aiming.)

Quote:The window is black on the cutscene so it's also black on our model. Don't blame us for doing it like TS this time...

I didn't say anything about changing the color.

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**Subject: Re: CnC Reborn Update: Nod Buggy**  
Posted by [Renardin6](#) on Mon, 15 Aug 2005 22:34:17 GMT

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nice idea for the barrels.

I will look into that with the team.

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**Subject: Re: CnC Reborn Update: Nod Buggy**  
Posted by [Chronojam](#) on Tue, 16 Aug 2005 03:55:30 GMT

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lol.

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**Subject: Re: CnC Reborn Update: Nod Buggy**  
Posted by [Havoc 89](#) on Tue, 16 Aug 2005 08:25:47 GMT

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Thats not bad.

---

There is something I dont understand about the skin is. Why does pretty much all of your skins have a metal plates jigsaw puzzle like layout? The back of the buggy, on the sides. You made it seem like to assemble that thing you had to put in tons of metal plates to cover it up. Seems pretty stupid for the engineers to design something like that. If I were you I would have made it a smooth metal part. That metal plate layout almost, just almost makes it look cartoony in really weird way, which i just cant explain. Try to reduce the amount of places to put that stuff in. It doesn't make sense to make so many small parts to make a larger part which would look better as a whole piece.

Also the tires from the cut scene look more like the tires on formula 1 cars. They look smooth. I do like side of the tire on the skin, looks pretty neat.

One more thing. The shell of the buggy looks like a 3 millimeter thick piece of aluminum. Seems like the slightest touch could break it. Some parts also look concretish. You just need to do a little bit more fixing up and it will look much better.

Good luck!

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Jecht](#) on Tue, 16 Aug 2005 09:57:15 GMT  
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The wheels are spinning in the cutscene, how do you know their smooth? Since the buggy was all-terrain, it makes more sense the way in is originally modeled.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Renardin6](#) on Tue, 16 Aug 2005 10:40:56 GMT  
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Yeah, you are right. That's because those were moving.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Lijitsu](#) on Tue, 16 Aug 2005 13:16:59 GMT  
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Not only that, but the "jigsaw pattern metal plates" on the side, are actually just a a protrusion from it. Look at the Buggy from all angles, and then judge it. And pay attention.

---

Subject: Re: CnC Reborn Update: Nod Buggy

Posted by [Sir Phoenixx](#) on Tue, 16 Aug 2005 16:35:56 GMT

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Renardin6 wrote on Tue, 16 August 2005 06:40

Um...

Me:Looks okay. Since the windows are relatively large on the buggy, the interior should be done, it doesn't look that good with solid windows. It would take a very small amount of polygons, about 150-200 polygons to do a simple interior.

Quote:Don't blame us for doing it like TS this time...

Oops, you must have meant "for not doing it like TS this time...".

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Subject: Re: CnC Reborn Update: Nod Buggy

Posted by [Hav0c](#) on Tue, 16 Aug 2005 21:34:16 GMT

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I would like to see a simple interior on these, though it's not a priority at the moment it can be added in the future.

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Subject: Re: CnC Reborn Update: Nod Buggy

Posted by [Slash0x](#) on Tue, 16 Aug 2005 23:09:24 GMT

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Hav0c wrote on Tue, 16 August 2005 17:34I would like to see a simple interior on these, though it's not a priority at the moment it can be added in the future.

Exactly.

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Subject: Re: CnC Reborn Update: Nod Buggy

Posted by [ChronoJam](#) on Wed, 17 Aug 2005 03:00:25 GMT

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They don't want to, even though it'd be perfect for the bike, buggy, wolverine, aircraft...

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Subject: Re: CnC Reborn Update: Nod Buggy

Posted by [Spice](#) on Wed, 17 Aug 2005 06:31:17 GMT

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CommandoSR wrote on Mon, 15 August 2005 07:49Renardin6 wrote on Sun, 14 August 2005 20:31We finished the Nod Buggy. You can see it on a 'w3d viewer' pic and on a dark map to show the lights we added. Enjoy.

---

You should be using Dazzle headlights instead. They can be turned on and off depending on if you're driving the vehicle. The fixed Dazzle.ini is part of the RenCommando source files.

<http://www.cnc-source.com/files/pafiledb.php?action=file& ;amp ;id=551>

How to set up the headlights:

Copy dazzle.ini to W3D viewer, mod Data and Gmax directories.

Create a plane (not a box because the light can be easily misplaced, just see the Renegade Humvee) about the size of the head/taillight and in W3D options, make it invisible and choose Dazzle as type. You're looking for the following: REN\_BRAKELIGHT and REN\_HEADLIGHT.

I would use your dazzle.ini if there was a way to hide other objects with the headlight bone. Such as the headlamp effects and the exahust fumes.

I tried linking them together but it didn't work. Got any idea's?

---

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Renerage](#) on Wed, 17 Aug 2005 07:02:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Very nice, keep it up, im looking forward to more.

---

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Havoc 89](#) on Wed, 17 Aug 2005 19:53:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Lijitsu wrote on Tue, 16 August 2005 09:16Not only that, but the "jigsaw pattern metal plates" on the side, are actually just a a protrusion from it. Look at the Buggy from all angles, and then judge it. And pay attention.

According to the cut scene where the buggy is about to be squished by the mammy's foot. There are no metal plates because its welded, and bent metals. I can see a pretty simular angle on the render of the buggy by reborn, and I see metal plates. Altho I can understand why you would think that, its mostly because of the lighting in the cut scenes. But I've also seen this pattern on pretty much most of reborn's textures.

About the wheel, yes I see now.

As I said before, a little bit of fixing up would really help to make this look good.

---

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Renardin6](#) on Wed, 17 Aug 2005 21:56:31 GMT  
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I will do that later, I have other tasks to do now but I will really make it later.

---

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Chronojam](#) on Wed, 17 Aug 2005 22:46:44 GMT  
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I'll post here a reply to Renardin from Reborn:

Let me explain something people: Why adding a player you will barely see trough a black coloured window? Why delay the release more? try to understand chronojam :

He makes suggestions all the time to delay the mod. He is a friend of ack... No more to say... Just think about it. He won't stop us or delay the stuff. When we make a gun without the penis style westwood did, he complains to bring it... I mean wtf? When we do a pp accurate to the westwood render, he asks to change it... Flip-flop idiot got lost...

He won't succeed with his bullshit, we can go on without him.

First, the window shouldn't be black if you're including a driver. I'm surprised that Reborn lacks the 'creativity' to realize that based on their past attempts.

I make suggestions all the time to make the mod not suck.

I'm a friend of Aircraftkiller. No more to say since that's not relevent at all to this matter, at least you got that part right.

When you ignore a plethora of references from in-game content, yes I complain to bring the gun closer to how it should be.

When you ignore a plethora of references from in-game content, yes I complain to bring the power plant closer to how it should be.

In case you didn't notice, the power plant was based on ONE way-way-pre-release render. The gun was-- I don't even know, but you ignored way-way-pre-release renders, and in-game stuff. Explain that? I'm not flip-flopping at all, unless insisting in both cases to strive to match the in-game is flip-flopping.

You can go on without me, and fail just as well, Renardin, just like the last Reborn release. Cheers =D

From our pal Exdeath7:

Look at it this way:

2000 polygon character

+

1024x1024 Texture map

+

2000 polygon Nod buggy

+

1024x1024 Texture map

=

Graphic slowdown



---

Huuuurm. We never had a slowdown with our Rangers in Renegade Alert, even when we used the exact in-game characters visible due to an error that occurred before making the latest patch public; even during a Ranger-rush, there was no slowdown.

But actual evidence aside (Reborn cares little for that), we'll look at the numbers you have. First, you don't need to have a 100% accurate-to-outside infantryman in there. You can easily cut polygons left and right. Second, you won't need to use a 1024x1024 texture map on him (especially if you stupidly keep a black windshield like Renardin would apparently want). So at most, you're essentially adding merely one more player's worth of visual detail to the game-- without adding any of the physics calculations, lighting effects, latency issues... and how long do you expect the buggies to stay alive anyways, and how long do you expect them to stay in service on a map once a team has enough credits for other things?

---

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Jecht](#) on Wed, 17 Aug 2005 23:38:17 GMT  
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gotta agree with him. It really would make a difference to the look of the buggy if there was a tint and a driver inside.

---

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Renardin6](#) on Wed, 17 Aug 2005 23:55:39 GMT  
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If it's worth it after the first release, we will have all time to think about it. Now we don't want to delay the mod anymore and I want to say I can't wait myself.

---

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Chronojam](#) on Thu, 18 Aug 2005 00:06:29 GMT  
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What would make it worth it to you? Get PermaGrin to promise the team'll do it.

---

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Jecht](#) on Thu, 18 Aug 2005 04:02:08 GMT  
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Renardin, don't do an EA dude. Try to get it all right before its released, we can wait the extra week.

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Spice](#) on Thu, 18 Aug 2005 11:27:45 GMT  
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I will fix the turret tomorrow. That's the best I can do for now.

---

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Lijitsu](#) on Thu, 18 Aug 2005 15:01:28 GMT  
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The inside shouldn't take but a few extra days to get done. How long did it take you to finish this Buggy? Now, once you have that, round it down via the polygon difference, then cut that number in half, and half again. Then tell me that number... And what's the capital of Nebraska?

---

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Renardin6](#) on Thu, 18 Aug 2005 15:54:37 GMT  
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Lincoln is the capital city of the State of Nebraska.

---

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [tooncy](#) on Thu, 18 Aug 2005 20:56:21 GMT  
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Looks great! I'm looking forward to your next release .

---

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Hydra](#) on Thu, 18 Aug 2005 22:49:01 GMT  
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You'll be looking for a long-ass time since they can't seem to release a playable version before the second coming of Christ.

---

Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Chronojam](#) on Thu, 18 Aug 2005 23:17:06 GMT  
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It won't matter to most of their fans, who are obviously BLIND. Hell, we have sloth insulting my avatar even-- look at his sig:

---

I guess you'd find it appealing if you were a hungry, retarded circus performer. Or a Reborn staff member?

What appalls me is how everybody says of, for example, the rifle... "Wow, how accurate that is!! I love how it's the same as the cutscene!!"

Is everybody there blind? They think triangles are squares, and ugly retards are princesses, and texturers are mod team leaders.

Conclusion: They could release the first beta of Sole Survivor (fun while it lasted), make all the text green, and their public would be fooled into believing they had a "solid, playable release better than RenAlert!11"

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Lijitsu](#) on Fri, 19 Aug 2005 01:15:17 GMT  
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Who ever said this was going to be better than Ren Alert? I just said it would be fun. Ren Alert is still better, in my opinion.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Renardin6](#) on Fri, 19 Aug 2005 04:07:54 GMT  
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tssss... chrono...

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Chronojam](#) on Fri, 19 Aug 2005 04:29:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Renardin6 wrote on Fri, 19 August 2005 00:28Chronojam wrote on Thu, 18 August 2005 18:17It won't matter to most of their fans, who are obviously BLIND. Hell, we have sloth insulting my avatar even-- look at his sig:

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Is everybody there blind? They think triangles are squares, and ugly retards are princesses, and texturers are mod team leaders.

Conclusion: They could release the first beta of Sole Survivor (fun while it lasted), make all the text green, and their public would be fooled into believing they had a "solid, playable release better than RenAlert!11"

You lost all my respect. You are such a loser. Plz don't ever try to come back on our forum. Go fuck yourself somewhere else. Reborn sucks, remember? So act by following what you think and go away moron. As long as you will talk about it, you will show the interest you have for us... Retard! (at least, ack acts better than you, he stays away because he doesn't like reborn, follow his example. Follow your own opinion and so ignore us.)

oh and about renalert as you compare it with our work, it's the only mod that needs to announce a game to be played by 20 people at most on planet earth... Again, you compare it with something not out or with an old beta of 2003 where nobody of the actual mod team did a shit... No more to say... It's a great experience. How is tiberian fate and apb? any progression on your great mods? It's full of updates...

- source files released, wow, that's news!
- game announced... lol
- staff update... super...
- flying missile dildo and a shity chronosphere...

now compare with our updates, and I am not even talking of what's coming... I wanted to ignore you but there I had to say you are: just SHIT TALKERS!

as my leader says and as Dante says :

SHUT UP AND MOD!

KTHX, cya.

(and please, take your time to make a BIG BIG answer full of shitty arguments with your lego blocks... Be sure I won't read a shit. Knowing this, show me the retard in you...)

Only a true asshole would go on a rant and conclude with Dante's famous words denouncing rants.

I don't think I need to say more, but I will anyways because I like to hear myself type.. it sounds like rain falling and is very calming. Oh yeah, staying on topic, something Reborn has trouble with:

I kept comparing your "Westwood render defense" with a Westwood render from Red Alert. Red Alert, you know, made a decade ago by Westwood Studios? They had a render of a single-barrel heavy tank. This is why I say you people are blind. I only posted it 5 times, and each time you guys were like "OMG RENALERT VS REBORN WAR" instead of thinking "Gee, I guess beta renders from a year before a game's release are prone to inaccuracies and maybe we should use more current content as a basis for our work!!"...

Read that three more times please, and then read my posts again.

Now, do it one more time each just to make sure; if you cannot explain what you've read, ask somebody to help and set up an appointment with your optometrist.

TF and RA:APB are doing great, thanks. A pair of updates from the two are coming soon. Certain mods don't need to churn out crap just to satisfy the attention spans of their child-like audience mind you, but prefer to consistently release some quality work instead (not in cheapass bursts, nor 2 months between each).

I hope you see the interest I have in Reborn, or at least start to. You seem to miss that always. AK does stay away because he dislikes Reborn, you're right. And just a final comment: It's easy to talk shit when that's the subject matter, right? Fix your stuff up.

Just to clarify in case anybody still has doubts: I want to see a good Tiberian Sun mod for Renegade, and the closest thing to that just happens to be Reborn. If you have questions, feel free to PM me.

Hopefully I've said all I'll need to here.

WOW NICE EDIT THERE RENARDIN! SHUT UP AND MOD INDEED.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Renardin6](#) on Fri, 19 Aug 2005 04:32:56 GMT

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shut the fuck up and fucking mod!

(renardin's version. I am nice, I sent the rant as pm. No shame for you then. ^^)

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Venom Pawz](#) on Fri, 19 Aug 2005 04:34:08 GMT  
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Don't think I didn't see that huge rant you posted, Renardin.

Insulting a FREE VIDEOGAME MODIFICATION is one thing, but insulting my life is another. Yeah, he is my life, that's why I am engaged to him. =P

Thanks. Well, not really thanks. More of a "thanks a lot, asshole, for completely insulting two people".

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Jaspah](#) on Fri, 19 Aug 2005 04:51:50 GMT  
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I wouldn't give a rat's ass if the model was shit - I'd play the mod for it's gameplay. Stop your bitching and have patience. Just because a mod may take 2 years to develop has nothing to do with what it will play like. All you've seen is models, all you've done is bitch. So please, shut your fucking mouths.

After all, Renegade Alert's beta releases had some of the worst models. However, the gameplay was a blast and people enjoyed playing. Don't think a mod will suck unless you've actually played the mod. In my opinion, You people are fucking spoiled. Hell, you shouldn't even be getting another quality mod the way you treat Reborn.

/rant off.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Chronojam](#) on Fri, 19 Aug 2005 05:00:37 GMT  
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The difference is that the gameplay is what we've touted pretty much all along. Reborn's always been more or less graphics-centric, and have done a particularly bad job at it while pretending it's awesome, and a few blind fools keep reinforcing sub-par work for some reason instead of realizing and citing the obvious faults! Quick example: I believe one Reborn team member (Titan maybe?) had a quote from Sir Phoenixx emphasizing gameplay over graphics in his sig, or something along those lines. I don't know why they do that blind-compliment crap, no, but I try to

be.. honest. It's okay to say "Wow, the GDI war factory looks pretty damn good" but it's fucking retarded to say "WOW THE RIFLE LOOKS JUST LIKE THE CUTSCENES" when it so painfully does not.

WOW THAT TRIANGLE LOOKS JUST LIKE THE CIRCLE IN THE CUTSCENES! WOW THAT CYLINDER LOOKS JUST LIKE THE CONE (this is actually from the rifle.. they changed the front, the rather large cone that took up 3/4ths of the height of the rifle, with a cylinder that takes up about 1/5th the height. If you think you can fight that argument, try it, but keep in mind that the frame of reference is frame S' that we occupy at this instant, don't get crafty on me and pull in strange-ass physics)

Questions?

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Renardin6](#) on Fri, 19 Aug 2005 05:08:15 GMT  
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are you masturbating when posting?

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Jaspah](#) on Fri, 19 Aug 2005 05:13:34 GMT  
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Renardin6 wrote on Fri, 19 August 2005 01:08are you masturbating when posting?

Stop posting these posts with the shitty humor. You're not funny so stop trying so hard to be.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Dishman](#) on Fri, 19 Aug 2005 05:24:04 GMT  
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That looks pretty terrible

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Renerage](#) on Fri, 19 Aug 2005 07:17:37 GMT  
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j4S[p wrote on Fri, 19 August 2005 00:51]I wouldn't give a rat's ass if the model was shit - I'd play the mod for it's gameplay. Stop your bitching and have patience. Just because a mod may take 2 years to develop has nothing to do with what it will play like. All you've seen is models, all you've done is bitch. So please, shut your fucking mouths.

After all, Renegade Alert's beta releases had some of the worst models. However, the gameplay was a blast and people enjoyed playing. Don't think a mod will suck unless you've actually played the mod. In my opinion, You people are fucking spoiled. Hell, you shouldn't even be getting another quality mod the way you treat Reborn.

/rant off.

Cheers to that.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Slash0x](#) on Fri, 19 Aug 2005 09:22:37 GMT  
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j4S[p wrote on Fri, 19 August 2005 00:51]I wouldn't give a rat's ass if the model was shit - I'd play the mod for it's gameplay. Stop your bitching and have patience. Just because a mod may take 2 years to develop has nothing to do with what it will play like. All you've seen is models, all you've done is bitch. So please, shut your fucking mouths.

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/rant off.

OMFG! SOMEONE IS HUMAN ON THESE FORUMS11!!1!11!1!!!!

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Jokah](#) on Fri, 19 Aug 2005 09:49:02 GMT  
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This is getting really out of control, and soon it'll be a pain in the ass. Anyway, the buggy is nice.  
=)

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 19 Aug 2005 15:35:14 GMT  
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wrote on Fri, 19 August 2005 00:51]I wouldn't give a rat's ass if the model was shit - I'd play the mod for it's gameplay. Stop your bitching and have patience. Just because a mod may take 2 years to develop has nothing to do with what it will play like. All you've seen is models, all you've done is bitch. So please, shut your fucking mouths.

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the mod. In my opinion, You people are fucking spoiled. Hell, you shouldn't even be getting another quality mod the way you treat Reborn.

/rant off.

Amen to that. I've been saying that shit for 2 years and no one bothers to listen.

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Subject: Re: CnC Reborn Update: Nod Buggy  
Posted by [Chronojam](#) on Fri, 19 Aug 2005 18:33:56 GMT  
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Well I'd tell you to do a search of my posts at Reborn's forums where I talk about gameplay-- but you can't since they deleted my account ^\_-

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