
Subject: CNC Reborn :: General Status Update
Posted by [Spice](#) on Thu, 05 Jan 2006 06:41:42 GMT
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Let's get started. Renardin has taken the liberty of updating two of his older textures, the Nod Artillery and MRV.

As you can see, I added the antennas as seen in the cutscenes. Thanks to MightyBOB! of our forums for supplying the reference images.

I also took it upon myself before christmas to put them in-game and apply all the necessary scripts to them. They will be seen in the next internal alpha 30b, which should be due out to the team soon.

You can find more at: <http://cncreborn.planetcnc.gamespy.com/>

We hope everyone had a happy holidays.

- Reborn Team

Subject: Re: CNC Reborn :: General Status Update
Posted by [Chronojam](#) on Thu, 05 Jan 2006 21:08:04 GMT
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I provided the images years ago, literally.

I was going to re-provide them but ya know, I'm banned so I couldn't when you were bugging me on IRC.

... anyways, how come the stabilizers still are these little tiny things that end in little stumps instead of proper feet?

Edit because stumps is a cool word to use

Subject: Re: CNC Reborn :: General Status Update
Posted by [rm5248](#) on Thu, 05 Jan 2006 21:13:19 GMT
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Chronojam wrote on Thu, 05 January 2006 15:08 I provided the images years ago, literally.

... Exdeath said that the textures were just updated.

Quote:... anyways, how come the stabilizers still are these little tiny things that end in little stumps

instead of proper feet?

Ummm yeah, those stabilizers are real disproportional.

Subject: Re: CNC Reborn :: General Status Update
Posted by [Renardin6](#) on Thu, 05 Jan 2006 23:35:46 GMT
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<http://cncreborn.planetcnc.gamespy.com/forum/viewtopic.php?t=919> to see more.

Subject: Re: CNC Reborn :: General Status Update
Posted by [YSLMuffins](#) on Fri, 06 Jan 2006 23:19:04 GMT
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Removed other crap. No need to air dirty laundry here.

Subject: Re: CNC Reborn :: General Status Update
Posted by [JRPereira](#) on Fri, 06 Jan 2006 23:24:41 GMT
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Nice looking mod - are there any servers up for it?

Subject: Re: CNC Reborn :: General Status Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 07 Jan 2006 00:33:01 GMT
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The mod isn't released yet, but in regards to your question, I believe there will be a couple big servers (I might be hosting one) available when it comes out.

Subject: Re: CNC Reborn :: General Status Update
Posted by [Aircraftkiller](#) on Sat, 07 Jan 2006 01:31:10 GMT
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You lie, it's already out. <http://www.cnc-source.com/files//pfiledb.php?action=file&am p;id=332>

Subject: Re: CNC Reborn :: General Status Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 07 Jan 2006 01:34:40 GMT
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That's not exactly the full mod at all, just a beta. A pretty crappy beta made a couple years ago. I'm talking about the nextversion of Reborn.

If JRP was asking if the old beta was out, then yes... But, almost nothing (if anything at all) in that Reborn will be in the next version... we've made everything completely from scratch. Not to mention that it was made by an almost completely different team.

Subject: Re: CNC Reborn :: General Status Update
Posted by [JRPereira](#) on Sat, 07 Jan 2006 04:21:07 GMT
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Thanks fobby, that's what I wanted to know.

Good luck to you guys, I can't wait to try it.

Subject: Re: CNC Reborn :: General Status Update
Posted by [Renardin6](#) on Sat, 07 Jan 2006 23:38:01 GMT
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<http://www.deviantart.com/view/27392592/>

Subject: Re: CNC Reborn :: General Status Update
Posted by [htmlgod](#) on Sun, 08 Jan 2006 01:33:56 GMT
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Both very nice. I really despised the old Artillery texture, glad to see it redone, and redone in style at that. Mobile Repair Vehicle looks very nice.

Subject: Re: CNC Reborn :: General Status Update
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 08 Jan 2006 03:13:09 GMT
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JRPereira wrote on Fri, 06 January 2006 23:21 Thanks fobby, that's what I wanted to know.

Well Hey, I had to answer the question

Subject: Re: CNC Reborn :: General Status Update
Posted by [m1a1_abrams](#) on Sun, 08 Jan 2006 15:16:44 GMT
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Yeah those are really nice. Little details like the stains coming down from the holes in the Artillery and the wheel/tread textures make the different. I would love to see the Tick Tank done like this.

Subject: Re: CNC Reborn :: General Status Update
Posted by [Renardin6](#) on Sun, 08 Jan 2006 22:44:34 GMT
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excellent idea
