
Subject: CnC Reborn : War on NE server
Posted by [Renardin6](#) on Wed, 10 May 2006 03:58:29 GMT
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Have a look at this huge video we prepared for you:

<http://files.moddb.com/2222/download-cnc-reborn-alpha-40a-mu-ltiplay/>

(this video was done on an alpha version of Reborn, we know there are some bugs, that's the purpose of the alpha: find the bugs, kill the bugs.)

Subject: Re: CnC Reborn : War on NE server
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 10 May 2006 21:06:17 GMT
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Right now ModDb is down, but I guess it'll be back up shortly.

Anyways, we're always here to listen to any suggestions you may have about the gameplay, visuals, or Reborn itself. Just keep in mind that this is no more than an Alpha test, as anything here can be changed. In fact, we've already changed a lot so far, such as sounds, settings, etc.

Subject: Re: CnC Reborn : War on NE server
Posted by [PlastoJoe](#) on Thu, 11 May 2006 01:04:37 GMT
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Most amazing stuff. I especially like the Wolverines. Will you be adding any other mechs?

Things I was thinking:

- the Nod Kerubim seem really, really powerful against buildings. Too powerful, really. One of them winning vs. two Wolverines and the two of them nearly taking down a refinery? It might be good to tone them down a bit.
 - the Wolverine chainguns sound dinky. A heavier, faster sound effect would be excellent.
 - the Wolverine seems a lot more delicate against Flamethrowers than it might be.
 - I heard a different, female AI voice (not the Renegade one) for Nod than the one I heard in the last video you posted on your website. Will you not be using CABAL's voice in the mod? I think it definitely has more of a nostalgic feel for me.
-
-

Subject: Re: CnC Reborn : War on NE server
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 11 May 2006 01:19:09 GMT
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Quote: Most amazing stuff. I especially like the Wolverines. Will you be adding any other mechs?

Things I was thinking:

- the Nod Kerubim seem really, really powerful against buildings. Too powerful, really. One of them winning vs. two Wolverines and the two of them nearly taking down a refinery? It might be good to tone them down a bit.
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Yes, we will be adding more mechs that exist in Tiberian Sun, which include the Titan, Mammoth Mark II, and Juggernaut.

- We understand that the Kerubim is actually quite strong as it stands right now. The damage settings will be balanced out soon, but remember that the unit isn't cheap, so it deserves quite a bit of fire power (but maybe not that much).
- The Wolverine chaingun sounds have already been changed. Thanks to Idebo, we have a deeper sound for it.
- The "female AI voice" heard in that alpha was the standard Renegade one - I guess someone forgot to add the Cabal sound. But yes, a complete set of Cabal and EVA sounds that will replace the Renegade standard ones has already been completed.

Subject: Re: CnC Reborn : War on NE server
Posted by [terminator 101](#) on Fri, 12 May 2006 04:05:07 GMT
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Looks great. Hopefully it will play as good as it looks.
Just a question, will the mod be done by the end of this year?

Subject: Re: CnC Reborn : War on NE server

Posted by [PaRaDoX](#) on Fri, 12 May 2006 04:59:25 GMT

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Hopefully something is

Subject: Re: CnC Reborn : War on NE server

Posted by [Ma1kel](#) on Fri, 12 May 2006 07:19:52 GMT

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Loved the ending.

Subject: Re: CnC Reborn : War on NE server

Posted by [JeepRubi](#) on Fri, 12 May 2006 12:48:54 GMT

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If its not done by the time C&C 3 is out, next to nobody will want to play it.

Im sure youll have it out way before then.

Subject: Re: CnC Reborn : War on NE server

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 12 May 2006 20:20:08 GMT

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As you see by the video, we've got a great deal of weapons and characters ingame already... just to show people that we're working.

Like always, we will offer plenty of progress reports and news posts on our forums to show the progression of Reborn.

Subject: Re: CnC Reborn : War on NE server

Posted by [Titan1x77](#) on Sun, 14 May 2006 03:56:53 GMT

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Terminator 101 wrote on Fri, 12 May 2006 00:05 Looks great. Hopefully it will play as good as it looks.

Just a question, will the mod be done by the end of this year?

not at the rate our current development director (Exdeath) is going...He's quite stubborn, and doesnt want anyone else helping.

Ive set up alot of the LE presets to be alot more balanced and added as many things i could get my hands on, but the well has run dry, and I dont have anymore source files to add in....

So we are waiting on Ex, which he always has an excuse for why something is taking so long....so ask him when the mod will be done.

Infact....Im done with Reborn....I see the public waiting and joking about how long it will be...I try to help but i get denied, I was shot down when i 1st asked to help...then after some thinking he "allowed" me to do some limited things. He avoids team members and will eventually kill this mod.

I had done so much over the past 2-3 weeks in terms of getting a public beta ready (which I have enough for now), but was only disappointed in the end with our so called leader.

Ive set up spreadsheets,formula's, set all infantry up in LE, got a few more maps further along,tested and balanced each weapon along with setting up a whole new Armor.ini and apply damage for ammo,etc..etc....only to be avoided and shot down at the request of more source files to add in.

For some reason this has been a long time coming since I tried to merge the two major Renegade mod's Reborn and APB.

After seeing people complain for taking 3,4,5 whatever amount of years you'd say...for some type of release and to have the leader hold back progress was enough for me to call it quits.

Subject: Re: CnC Reborn : War on NE server
Posted by [pulverizer](#) on Sun, 14 May 2006 14:52:37 GMT
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looks good

Subject: Re: CnC Reborn : War on NE server
Posted by [Kanezor](#) on Thu, 18 May 2006 03:40:22 GMT
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"god this mod lags"

Subject: Re: CnC Reborn : War on NE server
Posted by [yuriowns1](#) on Wed, 18 Jul 2007 14:50:44 GMT
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hey guys if the download for the real thing is up and running could you give me the link id really like to get those :P; mkII who doesnt want to pilot one? i mean really

Subject: Re: CnC Reborn : War on NE server
Posted by [Tunaman](#) on Wed, 18 Jul 2007 17:09:19 GMT
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noooooooooo 1 year bumps plx

Subject: Re: CnC Reborn : War on NE server
Posted by [sadukar09](#) on Wed, 18 Jul 2007 17:21:47 GMT
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his 3rd post too...sigh...read the date on the last post
Post count+1

Subject: Re: CnC Reborn : War on NE server
Posted by [yuriowns1](#) on Wed, 18 Jul 2007 17:24:56 GMT
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did u ppl even see my post?

Subject: Re: CnC Reborn : War on NE server
Posted by [sadukar09](#) on Wed, 18 Jul 2007 17:27:18 GMT
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Wed, 18 July 2007 09:50 Your post

Wed, 17 May 2006 22:40 The post above your post

I see a one year gap

Subject: Re: CnC Reborn : War on NE server
Posted by [u6795](#) on Wed, 18 Jul 2007 18:48:35 GMT
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Yes we did, and to answer your post-

A. I want to "pilot a MMK2" as well, but it's not even released yet. Be patient and wait.

B. As they're trying to say, you really really noobishly bumped a ONE YEAR OLD topic For this I congratulate you and give you a newb-cookie. (It's made with substitute sugar)

Subject: Re: CnC Reborn : War on NE server
Posted by [Jerad2142](#) on Wed, 18 Jul 2007 18:51:23 GMT
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Jeep Rubi wrote on Fri, 12 May 2006 06:48If its not done by the time C&C 3 is out, next to nobody will want to play it.

Im sure youll have it out way before then.
Ya, hate to tell you this bt it is already out, its called "Tiberium Wars"

Also as for the Wolverines it would be nice if you countered the animation so that it would keep the guns level as it shot, otherwise it will be pretty difficult to shoot infantry as it walks.

Subject: Re: CnC Reborn : War on NE server
Posted by [yuriowns1](#) on Wed, 18 Jul 2007 19:36:48 GMT
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ok 1 dont look at dates im too lazy; 2 i want to no wen the mod is coming and; 3 if it hasent been out explain this go to utube and search command &conquer reborn vid by fwwolf mr "newb cookie" btw its noob not newb so ha

Subject: Re: CnC Reborn : War on NE server
Posted by [Cpo64](#) on Wed, 18 Jul 2007 19:45:16 GMT
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Actually newb is a kinder version of noob. noob is obnoxious, newb is simply new. Why don't you go to the reborn website if you want to know how the mod is going.

Subject: Re: CnC Reborn : War on NE server
Posted by [Tankkiller](#) on Wed, 18 Jul 2007 19:50:13 GMT
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God, you got me excited, for a momment there. And boy you dont what me excited.

Subject: Re: CnC Reborn : War on NE server
Posted by [sadukar09](#) on Wed, 18 Jul 2007 19:52:49 GMT
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Dont wet yourself

Subject: Re: CnC Reborn : War on NE server
Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 18 Jul 2007 21:52:20 GMT
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Man I still remember this game on my server. That was some fun stuff

Subject: Re: CnC Reborn : War on NE server
Posted by [IronWarrior](#) on Wed, 18 Jul 2007 22:45:54 GMT
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Should had been added to youtube nubs.

Subject: Re: CnC Reborn : War on NE server
Posted by [OWA](#) on Thu, 19 Jul 2007 01:08:47 GMT
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Lol, just lol...
