
Subject: CnC Reborn

Posted by [SODPaddy](#) on Sun, 07 Jan 2007 19:04:25 GMT

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I wanted to ask whether it a dedicated server of CnC Reborn gives.

Subject: Re: CnC Reborn

Posted by [Zion](#) on Sun, 07 Jan 2007 21:02:47 GMT

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Reborn has yet to create their FDS, when it is released expect it to be available then.

Subject: Re: CnC Reborn

Posted by [IronWarrior](#) on Tue, 09 Jan 2007 03:50:59 GMT

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Wasnt Reborn meant to come out at Christmas?... or was that Christmas 2007?

Subject: Re: CnC Reborn

Posted by [drunkill](#) on Tue, 09 Jan 2007 07:28:19 GMT

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That date was an estimate made back in August/November, which was too unrealistic.

Subject: Re: CnC Reborn

Posted by [Halo38](#) on Tue, 09 Jan 2007 21:01:58 GMT

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I'am the Lead Environment Artist now for reborn, the mod will move.

Subject: Re: CnC Reborn

Posted by [Jerad2142](#) on Wed, 10 Jan 2007 04:56:55 GMT

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Do you mean it will move as in it will make progress, or it will move its web site.

Subject: Re: CnC Reborn
Posted by [Halo38](#) on Wed, 10 Jan 2007 05:42:31 GMT
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The thing holding it back was the lack (absense) of maps this area which seems to be very behind in development will now be going places - (thats what I meant)

Subject: Re: CnC Reborn
Posted by [Cpo64](#) on Wed, 10 Jan 2007 05:55:05 GMT
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What is reborns website these days?

Subject: Re: CnC Reborn
Posted by [havoc9826](#) on Wed, 10 Jan 2007 06:09:15 GMT
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<http://cncreborn.planetcnc.gamespy.com/>
It hasn't been updated in a while, though, so you'll have to visit the RA:APB/Reborn forums.
<http://www.apathbeyond.com/forum/index.php>

Edit: whoops, forgot their moddb page: <http://mods.moddb.com/631/cnc-reborn/>

Subject: Re: CnC Reborn
Posted by [crazfulla](#) on Wed, 17 Jan 2007 13:43:01 GMT
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I'd willing to help with making maps XD Titan has been giving me a few pointers and although lately I haven't been spending much time on the computer ((real life concerns)) I plan to muck in and start putting out some maps for Renegade and the ScudStorm mod ((which is even further behind than Reborn or Apoc Rising)). I am looking forward to seeing these mods progress. Also I dont mean to hijack the topic but anyone willing to assist with the ScudStorm mod or if you don't even know what it is yet....check it out here.

Subject: Re: CnC Reborn
Posted by [Zion](#) on Wed, 17 Jan 2007 15:39:04 GMT
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I can be of assistance, just tell me what you need and i'll see if i can do it.

Subject: Re: CnC Reborn
Posted by [Renx](#) on Wed, 17 Jan 2007 18:38:02 GMT
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I played Reborn once, these were the results:
<http://www.the-darkangels.net/DaEspion/RebornMoonwalk.zip>

Subject: Re: CnC Reborn
Posted by [crazfulla](#) on Thu, 18 Jan 2007 13:14:07 GMT
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Imfao... i love the music you added.

Anyways is there a new/more 'realistic' estimate for when Reborn will be released? And what about Apoc Rising? I'm too lazy to check the individual forums. <3

Subject: Re: CnC Reborn
Posted by [Ryu](#) on Thu, 18 Jan 2007 13:22:41 GMT
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No Body posted a link to the old reborn eh?

<http://www.cnc-source.com/files/pafiledb.php?action=file&id=332>

Subject: Re: CnC Reborn
Posted by [Zion](#) on Thu, 18 Jan 2007 14:38:30 GMT
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Ahhh, the good 'ol days.
