
Subject: CnC Reborn isn't Duke Nukem Forever...
Posted by [Renardin6](#) on Tue, 19 Feb 2008 21:35:25 GMT
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It's coming

www.cncreborn.planetcnc.gamespy.com

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [reborn](#) on Tue, 19 Feb 2008 21:40:55 GMT
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Renardin6 wrote on Tue, 19 February 2008 16:35It's coming

www.cncreborn.planetcnc.gamespy.com

We're all looking foward to it. Get back to work!

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Scrin](#) on Tue, 19 Feb 2008 22:14:58 GMT
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im checking that site every morning when im wake up, but there no "Reborn beta Download" link

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [BlueThen](#) on Tue, 19 Feb 2008 22:22:41 GMT
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Renardin6 wrote on Tue, 19 February 2008 15:35It's coming

www.cncreborn.planetcnc.gamespy.com...This is probably the 500th thread that say's "THE BROTHERHOOD WILL RISE", or "IT'S COMING", etc

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Lone0001](#) on Tue, 19 Feb 2008 22:30:23 GMT
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6 months later...

"It's coming"

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [renalpha](#) on Wed, 20 Feb 2008 01:12:18 GMT
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triggers renz0r bots its coming

ITS COMING
ITS COMMN
ITS CUMMING <- OMFG
ITS COMMMMMIIINNGGG

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [GEORGE ZIMMER](#) on Wed, 20 Feb 2008 02:22:18 GMT
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Take the damn condom off reborn.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Reaver11](#) on Wed, 20 Feb 2008 02:50:58 GMT
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You are way too late with reborn.

What you claim to be that reborn is not Duke Nukem Forever yet it did become.

Probably you will need a lot of gameplay tests after this and a amount of patches.

Anyways Ill be watching and probably try a game of the long awaited rebornmod.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Dover](#) on Wed, 20 Feb 2008 03:28:02 GMT
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How about you finish it first, instead of releasing an half-baked infantry-only version?

And how about you actually let it come, and let it's arrival annouce itself, amrite?

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Dante](#) on Wed, 20 Feb 2008 05:27:00 GMT
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Ok, before this gets too out of hand, I would like to explain a few things.

First off, late last year I took over control of the mod, since then we have had to completely rebuild the presets, and essentially put the game together.

While we finish up the remaining vehicles, and some core issues with some of the buildings, it was my idea to push out an Infantry Beta to give us a chance to start testing the issues that might be there we haven't caught, as well as start balancing the Infantry side of things.

I am someone who literally hasn't played more then about 1 hours worth of Renegade in the last few years, but today, while playing the version that will most likely go out, it was a LOT of fun by myself, as well as pretty damn good looking for this aged engine. It isn't Crysis, but it looks better then Renegade.

My hat goes off to the Reborn team members that have come and gone, they really did a lot of great work. The only problem was that no one really knew how to do those "final touches", nor take charge and make sure that it actually got built. You can show images and crap all day long, but if it isn't in game, and working as intended, its just eye candy. And up until the point that DarkAngel, Paradox, and myself started getting this into an actual game, that is what it was, eye candy.

I am very confident that you will enjoy what we will be releasing soon, Renardin is just a bit excited that a project he has worked on for so long is finally coming to the public to play, not just see, so excuse his excitement in blasting everywhere all the time "its coming!!!!". When in fact, it is coming within the next two weeks for 100% positivity. We have a fully working install, level editor, game, and dedicated server (LAN mode, working on the other two). Which is plenty for a release.

Thanks for the patience guys, I know this project has been long awaited for, and that is one of the key reasons that I took over the project, to see it finish.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Dreganius](#) on Wed, 20 Feb 2008 06:13:39 GMT
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This thread has been marked divine and righteous by the Holy Emperor's Inquisition.

Back on topic, I personally can't wait for Reborn. Tiberian Sun was, and is, my favourite RTS of all time. Reborn will be excellent. And I understand the impatience of many people here, but try to be more patient, it's gonna be awesome.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [nopol10](#) on Wed, 20 Feb 2008 09:45:22 GMT
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Good luck with it, we're waiting! At least this time its going to have a proper release (albeit a beta).

Subject: Re: CnC Reborn isn't Duke Nukem Forever...

Posted by [GEORGE ZIMMER](#) on Wed, 20 Feb 2008 10:56:13 GMT

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Hey, aslong as you guys are actually working on it, I don't care if we're getting just an infantry BETA. Infantry sounds great, and it shows that you'll have atleast SOME infantry only maps in the final release.

I personally like infantry-only in Renegade. Why? Because it's NOT ridiculously realistic- That's one thing that just gets to me about games nowadays. It's supposed to be unrealistic, but fun, and Reborn will DEFINETLY acheive that it seems, with MANY unique characters that top Renegade's character sheet. Jumpjet troopers, cyborgs, stealth soldiers, mutants... You name it.

I more than appreciate the effort you're putting into this project instead of "lol k here's some infantry and vechs and buildings, have fun" and just let us sit. Instead, you're working on small little things, building them up, bit by bit, to ensure it all goes smoothly. I would say that I understand it because I've worked on my own projects for various things in the past, but those don't compare ATALL to the work put into Reborn.

So, many kudos to the Reborn team. Hope to see you guys ingame when it comes out

Subject: Re: CnC Reborn isn't Duke Nukem Forever...

Posted by [Di3HardNL](#) on Wed, 20 Feb 2008 10:58:10 GMT

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Im sure its gonna be alot of fun to play it online! I have a little idea, you might think it isn't neccesary but what about putting up a clanwars.cc league for CnC reborn when everything works out properly?

Subject: Re: CnC Reborn isn't Duke Nukem Forever...

Posted by [IronWarrior](#) on Wed, 20 Feb 2008 15:07:41 GMT

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The Brotherhood will rise!

Subject: Re: CnC Reborn isn't Duke Nukem Forever...

Posted by [R315r4z0r](#) on Wed, 20 Feb 2008 16:55:52 GMT

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Dover wrote on Tue, 19 February 2008 22:28How about you finish it first, instead of releasing an

half-baked infantry-only version?

And how about you actually let it come, and let it's arrival announce itself, amrite?
No.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [CarrierII](#) on Wed, 20 Feb 2008 17:54:04 GMT
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I was going to suggest just not saying anything and then just posting "Reborn is done, DL link inside", but I think they're looking for advance publicity, to maximise player counts.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Genesis2001](#) on Wed, 20 Feb 2008 20:25:59 GMT
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I agree with what Dante said. Releasing an inf. beta will help get balance issues resolved before the *full* release of Reborn.

~Zack

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Renardin6](#) on Wed, 20 Feb 2008 21:50:15 GMT
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And it's not about excitement but just to let you know it's coming.

Also Infantry beta was MY idea

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Scrin](#) on Wed, 20 Feb 2008 22:28:26 GMT
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Renardin6 wrote on Wed, 20 February 2008 21:50And it's not about excitement but just to let you know it's coming.

Also Infantry beta was MY idea

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [BlueThen](#) on Wed, 20 Feb 2008 23:33:49 GMT
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But why "Infantry Beta"? How bad is it to just release a normal beta? I mean, think about it. People would probably catch a lot more bugs in a full beta than just a "INFANTRY ONLY BETA."

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Genesis2001](#) on Wed, 20 Feb 2008 23:58:25 GMT
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An infantry beta will help test balancing issues that may arise.

Plus, it's sorta like a little teaser of what's to come next...

~Zack

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [CarrierII](#) on Thu, 21 Feb 2008 00:03:20 GMT
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That and the vechs aren't working yet, which is probably the larger reason.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [u6795](#) on Thu, 21 Feb 2008 00:16:56 GMT
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The Brotherhood is already rising in my pants upon seeing that PT icon thing.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Dover](#) on Thu, 21 Feb 2008 02:35:35 GMT
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Zack wrote on Wed, 20 February 2008 15:58An infantry beta will help test balancing issues that may arise.

Plus, it's sorta like a little teaser of what's to come next...

An infantry-only beta will only help test infantry-only balance issues.

Plus, Renardin has been spamming these forums with teasers for weeks now. I've kinda had my fill of teasers, and would like some actual results...

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Genesis2001](#) on Thu, 21 Feb 2008 05:32:27 GMT
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Yea, but still....It'll give us something else to play that's new...

Tbh, APB is getting boring now..

Renegade gets boring after playing it pretty much all day long...

So, I'm all for the Inf Beta to be released. It'll give us more choices in what to play, especially when we have a picky computer that doesn't like anything other than C&C -_-

~Zack

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [IronWarrior](#) on Thu, 21 Feb 2008 05:39:26 GMT
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Jesus, when something is not released, people go emo all over it, when they do release it, they still emo all over it.

Can't make anyone happy these days.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Dover](#) on Thu, 21 Feb 2008 07:43:14 GMT
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Zack wrote on Wed, 20 February 2008 21:32Yea, but still....It'll give us something else to play that's new...

Tbh, APB is getting boring now..

Renegade gets boring after playing it pretty much all day long...

So, I'm all for the Inf Beta to be released. It'll give us more choices in what to play, especially when we have a picky computer that doesn't like anything other than C&C -_-

~Zack

So will a finished product. In fact, a finished Reborn will do a better job of giving you something

new to play than a half-baked infantry-only Reborn.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [crazfulla](#) on Thu, 21 Feb 2008 07:47:46 GMT
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Renardin6 wrote on Tue, 19 February 2008 15:35It's coming
So is Christmas

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [IAmFenix](#) on Thu, 21 Feb 2008 21:45:45 GMT
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I've tried downloading it and it's not working.
The infantry beta, i mean.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [IronWarrior](#) on Thu, 21 Feb 2008 22:10:09 GMT
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doomkid21 wrote on Thu, 21 February 2008 15:45I've tried downloading it and it's not working.
The infantry beta, i mean.

What?

It is not released yet.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [R315r4z0r](#) on Thu, 21 Feb 2008 22:22:28 GMT
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I don't know what you guys are talking about. The Infantry beta is a plus for what I was expecting.
I would of been fine with them simply releasing the maps.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [GEORGE ZIMMER](#) on Fri, 22 Feb 2008 00:21:04 GMT
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As I said, it shows to me they're not forcing it out their asses. They're actually paying attention to

infantry, and that means vehicles will be, too.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...

Posted by [Slave](#) on Fri, 22 Feb 2008 04:58:32 GMT

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How can you properly balance infantry if you cannot determine their relation to vehicles?

True, you can finetune infantry vs infantry, but once vehicles will be added to the scene, wouldn't that force yet another balancing of infantry? It's pretty hard to do all the infantry vs vehicle balancing from the vehicle side only.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...

Posted by [Dover](#) on Fri, 22 Feb 2008 08:13:12 GMT

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Slave wrote on Thu, 21 February 2008 20:58How can you properly balance infantry if you cannot determine their relation to vehicles?

True, you can finetune infantry vs infantry, but once vehicles will be added to the scene, wouldn't that force yet another balancing of infantry? It's pretty hard to do all the infantry vs vehicle balancing from the vehicle side only.

Oh shi-

Subject: Re: CnC Reborn isn't Duke Nukem Forever...

Posted by [Dreganius](#) on Fri, 22 Feb 2008 10:35:22 GMT

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Yes, but you will need to fine-tune most of the infantry that can't affect vehicles.

Also, don't you think that they'll release another beta before they release the finished version? Or at least have a rigorous internal to fix it? It's not like they're going to make all the infantry perfect to fight only infantry, and then make the vehicles separate. Bridges will be gapped, and then small, non-time consuming things will be edited. But right now, let them work on releasing something that will reek of pure awesomeness and make you soil yourself with anticipation for the finished product.

That's my two cents on this matter.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...

Posted by [Scrin](#) on Fri, 22 Feb 2008 12:10:59 GMT

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im just noticed about MCV...

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Renardin6](#) on Fri, 22 Feb 2008 12:22:58 GMT

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Hey, vehicles will come with patch. Not all at once but they will come.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Scrin](#) on Fri, 22 Feb 2008 22:21:36 GMT

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Renardin6 wrote on Fri, 22 February 2008 06:22Hey, vehicles will come with patch. Not all at once but they will come.
i know, just noone from reborn team didnt show off mcv model or video of them in game/3dmax

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [GEORGE ZIMMER](#) on Fri, 22 Feb 2008 23:56:15 GMT

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Maybe because the Renegade engine doesn't really work with MCV's. Renegade, APB, and fuck, pretty much every mod don't have MCV's.

Why the hell would Reborn *poof* have them for no apperent reason (Pretty sure it's impossible to attach controllers to stuff ingame) when Renegade didn't?

I could go on for ages as to how STUPID it is to ask for MCV's, but I'm pretty sure everyone, including yourself, knows that.

As for infantry vs vehicles, I'm sure they've already worked most of that out. If you recall, there's videos with stealth tanks, wolverines, titans, and the like. So I'm sure the majority of the balencing will have already been worked out.

When the official vehicle patch comes, then we can test it there. I doubt they'll just leave the project once vehicles come out.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [havoc9826](#) on Sat, 23 Feb 2008 02:36:25 GMT

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Cabal8616 wrote on Fri, 22 February 2008 15:56 Maybe because the Renegade engine doesn't really work with MCV's. Renegade, APB, and fuck, pretty much every mod don't have MCV's.

Why the hell would Reborn *poof* have them for no apperent reason (Pretty sure it's impossible to attach controllers to stuff ingame) when Renegade didn't?

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Renegade: Sole Survivor's Convoy mode had a computer-controlled MCV drive around, and when it was destroyed, the round ended. It regenerated its own health, but nothing else, since multiplayer SS didn't have any accessible buildings beyond the AGT and Obelisk.

I have no idea if it's possible, but it would be interesting if an MCV could deploy (it would still have to be treated as a vehicle, though) and cause health regeneration for buildings while deployed. I know this is possible for a building embedded in a map (e.g. the MCY on C&C_Last_Stand), serverside bots can apply health regeneration to infantry/vehicles (e.g. Dragonade's veteran system), and the modder Reborn's Ion Storm effect can apply damage to a building when it hits, so couldn't the server somehow create a repair damage event to the building health while an MCV is deployed?

Granted, the practicality of actually using MCVs in C&C Reborn, or even Renegade on maps that don't have a MCY already in them, is quite low. Unless a build limit or "only one MCV's regeneration is applied" would be instituted, games that go on long enough for a team to buy multiple MCVs, deploy them, and leave them alone (due to their high health and armor; and if instituted in C&C Reborn as a vehicle, unbalanced susceptibility to capture only by a Mutant Hijacker) would create very odd building regeneration and destruction mechanics.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [R315r4z0r](#) on Sat, 23 Feb 2008 05:46:58 GMT
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I think making a functioning moving and unpacking MCV is quite possible.

However you would have to make it work like the Juggernaut or TicTank.. and it wouldn't actually be a structure.. it would be like a turret... a vehicle.. at all times.

Simply a vehicle that when deployed opens up into an MCV. The only problem I see is with it being able to fit. Maybe it would only be able to open in certain script zones?

It would be really cool to have working MCVs. It would introduce a whole new game mode. Sort of like escorting the MCV in Sole Survivor, but instead the driver of the MCV is human and they get to chose where to build it.

Also going on the idea of script zones, I bet it is also possible to make other structures build around it (already pre-animated) depending on where the MCV was deployed (in what Script zone).

For example, if the MCV was deployed in Zone A, then a power plant will pop up at a fixed location in 30 seconds. Followed by a barracks/Hand of Nod at 60 seconds.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Rocko](#) on Sat, 23 Feb 2008 06:12:47 GMT
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show me da money

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Genesis2001](#) on Sun, 24 Feb 2008 01:18:07 GMT
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R315r4z0r wrote on Fri, 22 February 2008 22:46I think making a functioning moving and unpacking MCV is quite possible.

However you would have to make it work like the Juggernaut or TicTank.. and it wouldn't actually be a structure.. it would be like a turret... a vehicle.. at all times.

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For example, if the MCV was deployed in Zone A, then a power plant will pop up at a fixed location in 30 seconds. Followed by a barracks/Hand of Nod at 60 seconds.

Great minds think alike.

~Zack

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [crazfulla](#) on Sun, 24 Feb 2008 08:53:01 GMT

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Conyards don't build shit in Renegade. They sit there and take up space at the sad excuse of barely repairing the base 1hp an hour. Oh some even have repair bays attached to them but that is just fucking weird. What would be the point in setting up a MCV in a new area if you can't expand the base? Spam conyards so no one has to repair FTW! or as for the idea of spawning extra buildings, vehicles also I assume; if not part of the conyard itself? How do you propose these buildings actually function? If it built a War factory how would you spawn/setup the vehicle creation area etc? Sorry Im just being a bitch. Would be good if you could get it to work PROPERLY.

PS Infantry only blows, I wait for the full release.

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [Scrin](#) on Sun, 24 Feb 2008 09:06:01 GMT

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just look at e3 alpha huge conyard ...

Subject: Re: CnC Reborn isn't Duke Nukem Forever...
Posted by [OWA](#) on Mon, 25 Feb 2008 12:14:34 GMT

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I have that model somewhere.
