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Subject: CnC Reborn Q

Posted by [JoeBro](#) on Mon, 04 Aug 2008 19:09:41 GMT

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I know this is sort of the wrong forum, but I wanted to know what Renegade users think. Are we allowed to post our ideas of things to be put in Reborn? Or are they making it themselves? If we can post our own ideas for the game, what are your ideas?

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Subject: Re: CnC Reborn Q

Posted by [IronWarrior](#) on Mon, 04 Aug 2008 19:13:37 GMT

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JoeBro wrote on Mon, 04 August 2008 14:09 I know this is sort of the wrong forum, but I wanted to know what Renegade users think. Are we allowed to post our ideas of things to be put in Reborn? Or are they making it themselves? If we can post our own ideas for the game, what are your ideas?

Of course you can, this is the official forum for Renegade and any mod for it can be discussed here.

Through if you got suggestions for the mod, you should make them in the Reborn forums instead of here.

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Subject: Re: CnC Reborn Q

Posted by [R315r4z0r](#) on Mon, 04 Aug 2008 19:21:10 GMT

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Yea you can discuss it here... but why would you? Just go to their forums...

<http://www.cncreborn.planetcnc.gamespy.com/>

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Subject: Re: CnC Reborn Q

Posted by [JoeBro](#) on Mon, 04 Aug 2008 19:24:24 GMT

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I just wanted to know what official Renegade users think...

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Subject: Re: CnC Reborn Q

Posted by [sadukar09](#) on Mon, 04 Aug 2008 20:31:33 GMT

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You criticize in anyway, you get branded an APB/AR fanboy, anything that seems "loss of face" to

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the Reborn team gets hidden and deleted. The game is so messed up it isn't funny. Cyborgs suck like hell, they give out points like a water tap. GDI is OP too, Ghoststalker's invincible once he's in a Tiberium patch. And, who the hell had the nice idea of giving a stealthed unit a sniper rifle? Not to mention you CANNOT see it at all until he fires.

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Subject: Re: CnC Reborn Q

Posted by [R315r4z0r](#) on Mon, 04 Aug 2008 21:16:20 GMT

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No one ever "brands" anyone an APB/AR fanboy... they just hate the smirk remarks that they get from people who are known to be from, and well involved in the APB community.

It's not constructive criticism. It's "You suck, you idiots. Now fix it!" That's not constructive, that's disruptive.

As for Cyborgs... they do suck, but they don't give out any extra points. (Anymore).

Ghoststalkers can only be purchased one at a time. And they are definitely not invincible in a tiberium patch. Fire or rockets takes care of them pretty quickly.

And the Chameleon Spy is in no way a unit for you to be complaining about... unless you are complaining about how worthless it is. Never the less, I find it fun hunting them down, and tricking the ones who I know are following me.

And at any rate, they are getting their sniper removed in the next patch. They are getting a knife in return.

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Subject: Re: CnC Reborn Q

Posted by [sadukar09](#) on Mon, 04 Aug 2008 21:28:11 GMT

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R315r4z0r wrote on Mon, 04 August 2008 16:16

It's not constructive criticism. It's "You suck, you idiots. Now fix it!" That's not constructive, that's disruptive.

That's why when people say Reborn's a copy of Renegade and GDI has a....Tiberium unit...They get shot down immediately?

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Subject: Re: CnC Reborn Q

Posted by [R315r4z0r](#) on Mon, 04 Aug 2008 21:45:53 GMT

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No, you got it backwards. Reborn IS a copy of Renegade, that is what they are going for. Well.. I shouldn't say "copy" but it is definitely going for Renegade's gameplay style.

And the Neurotoxin trooper is being removed. That is why it's annoying hearing people complain about it.

Have you ever gone to do something then on the way to do it, you get ordered to do it? Doesn't that just annoy you?

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Subject: Re: CnC Reborn Q  
Posted by [sadukar09](#) on Mon, 04 Aug 2008 21:51:10 GMT  
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Oh yeah, I forgot that testers were reporting bugs, and the dev teams were ignoring them.

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Subject: Re: CnC Reborn Q  
Posted by [R315r4z0r](#) on Mon, 04 Aug 2008 21:52:38 GMT  
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I wouldn't know.

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Subject: Re: CnC Reborn Q  
Posted by [u6795](#) on Mon, 04 Aug 2008 22:19:34 GMT  
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hey guys don't mind me i'm just sadukar coming in here to shit up another thread

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Subject: Re: CnC Reborn Q  
Posted by [trooprm02](#) on Mon, 04 Aug 2008 22:43:04 GMT  
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Imfao, look at sadukar acting like APB is any kind of decent, i should have sued the APB team for loss of bandwidth for their pitiful excuse of a mod...If I just explained to the judge or showed him a SS, I would have won too n\_P

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Subject: Re: CnC Reborn Q  
Posted by [sadukar09](#) on Mon, 04 Aug 2008 22:58:37 GMT  
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trooprm02 wrote on Mon, 04 August 2008 17:43Imfao, look at sadukar acting like APB is any kind

of decent, i should have sued the APB team for loss of bandwidth for their pitiful excuse of a mod...If I just explained to the judge or showed him a SS, I would have won too n\_P  
Oook, more likely your case gets thrown out of court before a judge even sees it.

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Subject: Re: CnC Reborn Q  
Posted by [Muad Dib15](#) on Mon, 04 Aug 2008 23:29:08 GMT  
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Or the case is changed to troopm02 because he's known for selling private WOW servers.

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Subject: Re: CnC Reborn Q  
Posted by [IronWarrior](#) on Mon, 04 Aug 2008 23:31:28 GMT  
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u6795 wrote on Mon, 04 August 2008 17:19hey guys don't mind me i'm just sadukar coming in here to shit up another thread

Someone should start a ban sadukar poll.

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Subject: Re: CnC Reborn Q  
Posted by [JoeBro](#) on Mon, 04 Aug 2008 23:44:14 GMT  
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IronWarrior wrote on Mon, 04 August 2008 18:31u6795 wrote on Mon, 04 August 2008 17:19hey guys don't mind me i'm just sadukar coming in here to shit up another thread

Someone should start a ban sadukar poll.  
I think "ban" would be too harsh...

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Subject: Re: CnC Reborn Q  
Posted by [R315r4z0r](#) on Mon, 04 Aug 2008 23:47:40 GMT  
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no message body

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Subject: Re: CnC Reborn Q  
Posted by [Speedy059](#) on Thu, 07 Aug 2008 08:09:56 GMT  
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I can't say I've really played a good Mod for Renegade yet. They are all in their infancy and

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haven't really shown signs of improvement in the last few years.

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Subject: Re: CnC Reborn Q

Posted by [JPNOD](#) on Thu, 07 Aug 2008 08:15:35 GMT

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Ren-Alert was actually decent and fun to play at a time, then people started leaving, at one point there was 2 40 player servers filled.

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Subject: Re: CnC Reborn Q

Posted by [u6795](#) on Thu, 07 Aug 2008 15:11:58 GMT

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JPNOD wrote on Thu, 07 August 2008 04:15Ren-Alert was actually decent and fun to play at a time, then people started leaving, at one point there was 2 40 player servers filled. It's still pretty populated but it just bores me to death. I just don't like it.

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Subject: Re: CnC Reborn Q

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 07 Aug 2008 17:12:00 GMT

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I think one of the sole problems with the mod are the size of the maps. Smaller maps are pretty fun to play, but the very large ones (most of them are large) slow down the gameplay a lot.

These days I just play normal C&C Renegade, and of course beta testing Renegade X.

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Subject: Re: CnC Reborn Q

Posted by [u6795](#) on Thu, 07 Aug 2008 17:17:58 GMT

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Fobby wrote on Thu, 07 August 2008 13:12I think one of the sole problems with the mod are the size of the maps. Smaller maps are pretty fun to play, but the very large ones (most of them are large) slow down the gameplay a lot.

These days I just play normal C&C Renegade, and of course beta testing Renegade X. I agree, I'm looking forward to the Gamma release or whatever they call it now because it's supposedly going to have more maps and better buildings. Hopefully the maps will be better.

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Subject: Re: CnC Reborn Q

Posted by [JoeBro](#) on Thu, 07 Aug 2008 18:26:04 GMT

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u6795 wrote on Thu, 07 August 2008 12:17I agree, I'm looking forward to the Gamma release or whatever they call it now because it's supposedly going to have more maps and better buildings. Hopefully the maps will be better.

Are you talking about Reborn or that new patch from TT? If it's the patch from TT, they said they wouldn't change the gameplay, just fix the bugs...

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Subject: Re: CnC Reborn Q

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 07 Aug 2008 19:17:06 GMT

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I think he's talking about APB...

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Subject: Re: CnC Reborn Q

Posted by [LR01](#) on Thu, 07 Aug 2008 19:38:06 GMT

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ore renegade X?

"and of course beta testing Renegade X.

I agree, I'm looking forward to the Gamma release or whatever they call it now because it's supposedly going to have more maps and better buildings. Hopefully the maps will be better."

ow, and I think they call it the Final release

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Subject: Re: CnC Reborn Q

Posted by [GEORGE ZIMMER](#) on Thu, 07 Aug 2008 19:39:50 GMT

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If you have ideas, post it on their forums. Just don't be an idiot.

Otherwise, I think Reborn is pretty good, it just needs some tweaking. I can sort of feel what direction it's going in, so I'm pretty sure in the end, things'll work out for it.

Also, lol @ how whenever someone talks about Reborn, APB is magically brought up.

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Subject: Re: CnC Reborn Q

Posted by [JoeBro](#) on Fri, 08 Aug 2008 13:25:02 GMT

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Cabal8616 wrote on Thu, 07 August 2008 14:39 If you have ideas, post it on their forums. Just don't be an idiot. Like I said already, I posted this on Renegade forums for several reasons: 1) To see what ideas Renegade users had (because not everyone on Reborn forums has played Renegade). 2) The Reborn staff are so serious it when comes to posting. Even if it is something good.

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**Subject: Re: CnC Reborn Q**  
Posted by [u6795](#) on Fri, 08 Aug 2008 14:00:07 GMT  
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JoeBro wrote on Fri, 08 August 2008 09:25 Cabal8616 wrote on Thu, 07 August 2008 14:39 If you have ideas, post it on their forums. Just don't be an idiot. Like I said already, I posted this on Renegade forums for several reasons: 1) To see what ideas Renegade users had (because not everyone on Reborn forums has played Renegade). 2) The Reborn staff are so serious it when comes to posting. Even if it is something good.

Holy shit dude, it's a Renegade mod. Even if it doesn't require Renegade I'm pretty damn sure they've all played Renegade at least once.

The Reborn staff aren't super serious, I saw what you posted- you asked some stupid questions. That forum skin has been there for YEARS and noone has had a problem with it, and then one day some new guy comes up and says it should be more like Renforums. Anyways, some day you're going to have to accept the fact that people might know more about something than you do.

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**Subject: Re: CnC Reborn Q**  
Posted by [Samous Mods](#) on Fri, 08 Aug 2008 14:42:48 GMT  
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u6795 wrote on Fri, 08 August 2008 09:00 JoeBro wrote on Fri, 08 August 2008 09:25 Cabal8616 wrote on Thu, 07 August 2008 14:39 If you have ideas, post it on their forums. Just don't be an idiot. Like I said already, I posted this on Renegade forums for several reasons: 1) To see what ideas Renegade users had (because not everyone on Reborn forums has played Renegade). 2) The Reborn staff are so serious it when comes to posting. Even if it is something good.

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lol, owned.....

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Subject: Re: CnC Reborn Q  
Posted by [Renardin6](#) on Mon, 18 Aug 2008 17:45:22 GMT  
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Fobby is right.

Anyway, new update posted:

Here are a few shots:

[http://www.game-maps.net/staff/reborn/rebornpics/test\\_821.gif](http://www.game-maps.net/staff/reborn/rebornpics/test_821.gif)

[http://www.game-maps.net/staff/reborn/rebornpics/test2\\_129.gif](http://www.game-maps.net/staff/reborn/rebornpics/test2_129.gif)

[http://www.game-maps.net/staff/reborn/rebornpics/finalrender1\\_267.gif](http://www.game-maps.net/staff/reborn/rebornpics/finalrender1_267.gif)

see more @ : <http://cncreborn.planetcnc.gamespy.com/forumreborn/viewtopic.php?t=2353>

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Subject: Re: CnC Reborn Q  
Posted by [mr£ÄŞÄ-z](#) on Mon, 18 Aug 2008 18:28:47 GMT  
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wow these Textures are really high deteiled nice job

Im just wondering why they look so good ingame

---

Subject: Re: CnC Reborn Q  
Posted by [JoeBro](#) on Fri, 22 Aug 2008 21:24:08 GMT  
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Hey Renardin6, on the 3rd screenshot, can you actually go in that building? Like a bunker or something for infantry? It would be awesome if they had small outposts like that in Reborn... Just think of it. It would be cover for infantry from enemy fire, and the buildings also could be rally areas (people would go there to get from one place to another, eventually getting to the enemy base in a safer way)



P.S. I did notice a few buildings that looked like that on TS.

---

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Subject: Re: CnC Reborn Q

Posted by [u6795](#) on Fri, 22 Aug 2008 21:53:57 GMT

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JoeBro wrote on Fri, 22 August 2008 17:24Hey Renardin6, on the 3rd screenshot, can you actually go in that building? Like a bunker or something for infantry? It would be awesome if they had small outposts like that in Reborn... Just think of it. It would be cover for infantry from enemy fire, and the buildings also could be rally areas (people would go there to get from one place to another, eventually getting to the enemy base in a safer way)

P.S. I did notice a few buildings that looked like that on TS.  
They're civilian buildings. Like, houses n shit.

---

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Subject: Re: CnC Reborn Q

Posted by [JoeBro](#) on Sat, 23 Aug 2008 01:15:45 GMT

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u6795 wrote on Fri, 22 August 2008 16:53They're civilian buildings. Like, houses n shit.They sure look like military bunkers to me. Call me if you've ever seen a building like that in a city, and I'll believe you.

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Subject: Re: CnC Reborn Q

Posted by [Muad Dib15](#) on Sat, 23 Aug 2008 01:36:50 GMT

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Do you know anything about TS? The tiberium investation has gotten so bad, that people have started living in underground dwellings. Since no one can see your house, there is no point in making the above ground part look good. So make it look like a bunker and as long as it has a door and access to the surface, its fine.

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Subject: Re: CnC Reborn Q

Posted by [u6795](#) on Sat, 23 Aug 2008 01:37:37 GMT

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JoeBro wrote on Fri, 22 August 2008 21:15u6795 wrote on Fri, 22 August 2008 16:53They're civilian buildings. Like, houses n shit.They sure look like military bunkers to me. Call me if you've ever seen a building like that in a city, and I'll believe you.

This is how I know you've never played TS.

They're called Subterranean dwellings. Based on the name one could surmise that they're houses that people live in underground, and what we can see is just the entrance.

Christ, learn what the fuck you're talking about before you start being a smartass about it.

---

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Subject: Re: CnC Reborn Q  
Posted by [Muad Dib15](#) on Sat, 23 Aug 2008 01:40:31 GMT  
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Beat ya to it.

---

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Subject: Re: CnC Reborn Q  
Posted by [JoeBro](#) on Sat, 23 Aug 2008 01:50:15 GMT  
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u6795 wrote on Fri, 22 August 2008 20:37 JoeBro wrote on Fri, 22 August 2008 21:15 u6795 wrote on Fri, 22 August 2008 16:53 They're civilian buildings. Like, houses n shit. They sure look like military bunkers to me. Call me if you've ever seen a building like that in a city, and I'll believe you.

This is how I know you've never played TS.

They're called Subterranean dwellings. Based on the name one could surmise that they're houses that people live in underground, and what we can see is just the entrance. oops. forgot about those. i remember them now though. they still look like bunkers. why not use them for that purpose? Or at least have the subterranean dwellings as outposts...

P.S. It's just because I've played CnC Generals for SO long.. and they had the same buildings, but they were bunkers instead. sorry about the misunderstanding.

---

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Subject: Re: CnC Reborn Q  
Posted by [u6795](#) on Sat, 23 Aug 2008 01:59:12 GMT  
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JoeBro wrote on Fri, 22 August 2008 21:50 u6795 wrote on Fri, 22 August 2008 20:37 JoeBro wrote on Fri, 22 August 2008 21:15 u6795 wrote on Fri, 22 August 2008 16:53 They're civilian buildings. Like, houses n shit. They sure look like military bunkers to me. Call me if you've ever seen a building like that in a city, and I'll believe you.

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those. i remember them now though. they still look like bunkers. why not use them for that purpose? Or at least have the subterranean dwellings as outposts...

P.S. It's just because I've played CnC Generals for SO long.. and they had the same buildings, but they were bunkers instead. sorry about the misunderstanding.  
Dude, stop lying. Just admit you have never played Tiberian Sun, it's cool. It's just you make it so goddamn obvious.

Generals.. was not like TS.. at all...

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Subject: Re: CnC Reborn Q  
Posted by [JoeBro](#) on Sat, 23 Aug 2008 02:06:21 GMT  
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i'm not lying... you know, people do forget things...

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Subject: Re: CnC Reborn Q  
Posted by [ErroR](#) on Sat, 23 Aug 2008 07:33:31 GMT  
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Neat stuff i just don't like the too futuristic style

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Subject: Re: CnC Reborn Q  
Posted by [ErroR](#) on Sat, 23 Aug 2008 07:34:43 GMT  
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Also why is everything so dark make it lighter a bit at least maps

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Subject: Re: CnC Reborn Q  
Posted by [mr£ÄŞÄ-z](#) on Sat, 23 Aug 2008 11:59:37 GMT  
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Dark Maps suck, the Vehicles are OK

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Subject: Re: CnC Reborn Q  
Posted by [JoeBro](#) on Sat, 23 Aug 2008 13:12:37 GMT  
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RA2 has so much better graphics than TS...

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Subject: Re: CnC Reborn Q  
Posted by [u6795](#) on Sat, 23 Aug 2008 14:31:39 GMT  
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---

JoeBro wrote on Sat, 23 August 2008 09:12RA2 has so much better graphics than TS...  
Tiberian Sun Release Date: Aug 24, 1999

Red Alert 2 Release Date: October 26, 2000

Yeah. Also, how did you 'forget' on the Reborn forums that Nod didn't have a buggy that shoots chemicals, or that most of the infantry did not carry Grenades as a secondary/tertiary weapon?

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Subject: Re: CnC Reborn Q  
Posted by [BlueThen](#) on Sat, 23 Aug 2008 14:37:38 GMT  
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u6795 wrote on Sat, 23 August 2008 09:31JoeBro wrote on Sat, 23 August 2008 09:12RA2 has so much better graphics than TS...  
Tiberian Sun Release Date: Aug 24, 1999

Red Alert 2 Release Date: October 26, 2000

Yeah. Also, how did you 'forget' on the Reborn forums that Nod didn't have a buggy that shoots chemicals, or that most of the infantry did not carry Grenades as a secondary/tertiary weapon?  
October 24th\* I remember that because it was released on my birthday.

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Subject: Re: CnC Reborn Q  
Posted by [thrash300](#) on Mon, 01 Sep 2008 03:36:45 GMT  
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JoeBro wrote on Mon, 04 August 2008 14:09I know this is sort of the wrong forum, but I wanted to know what Renegade users think. Are we allowed to post our ideas of things to be put in Reborn? Or are they making it themselves? If we can post our own ideas for the game, what are your ideas?

I Played Reborn The Infantry Beta For Long Periods Of Time But There Were Occassions Where I Joined And Nobody Was There I Think.

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Subject: Re: CnC Reborn Q  
Posted by [Starbuzzz](#) on Mon, 01 Sep 2008 04:57:06 GMT  
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thrash300 wrote on Sun, 31 August 2008 22:36JoeBro wrote on Mon, 04 August 2008 14:09I know this is sort of the wrong forum, but I wanted to know what Renegade users think. Are we

allowed to post our ideas of things to be put in Reborn? Or are they making it themselves? If we can post our own ideas for the game, what are your ideas?

I Played Reborn The Infantry Beta For Long Periods Of Time But There Were Occassions Where I Joined And Nobody Was There I Think.

If you go online now, I would there. I just discovered Reborn last week and won my 1 vs 2 (hehe) on some gay depressing map.

---