
Subject: C&C Reborn is released
Posted by [Aircraftkiller](#) on Wed, 24 Dec 2003 22:05:39 GMT
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<http://www.planetcnc.com/ammo/reborn>

Go check it out.

Here's my take on it.

See the problems it STILL HAS from the FUCKING BETA TEST THEY DID A YEAR AGO?

1. It STILL Looks like crap.
 2. It's STILL unbalanced.
 3. Deployable units are STILL worthless.
 4. "Underground" isn't even underground, it's just an exact clone of the level terrain... "Hey, someone tunneled out this for me! In the EXACT SHAPE of the place I just left!"
 5. Jumpjet soldiers can still fly off ANY level... AND THEY CAN GO UNDERGROUND TOO!
 6. THE INSTALLER ISN'T EVEN FINISHED!! And they said "we want a release without bugs" yet they can't fix ANYTHING they did wrong or even finish the INSTALLER FOR FUCK'S SAKE!!!
-

Subject: C&C Reborn is released
Posted by [Demolition man](#) on Wed, 24 Dec 2003 22:27:37 GMT
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but good enough to make a topic about it?

and you always say it sucks so why did you download it in the first place?

Subject: C&C Reborn is released
Posted by [Aircraftkiller](#) on Wed, 24 Dec 2003 22:30:57 GMT
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So I could post my opinions of it up, that's why... And evaluate the "competition," which is now a laughable term.

Subject: C&C Reborn is released
Posted by [DarkDemin](#) on Wed, 24 Dec 2003 22:43:59 GMT

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Ack stop fucking with gay reborn and finish .992 ffs

I do agree it still has tons o problems

[EDIT] WTF!!! It takes ten minutes to make an installer ffs.

Subject: C&C Reborn is released

Posted by [Sir Kane](#) on Wed, 24 Dec 2003 22:55:21 GMT

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Subject: C&C Reborn is released

Posted by [Steppe](#) on Wed, 24 Dec 2003 23:20:05 GMT

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Ah, where to begin. Ladies and Gents, this mod can easily be said to have the same issues as say... Daikatana and Diablo II combined.

Allow me to explain.

Let's start with first trying to get it to run. Step-by-step.

- 1.) Download Installer which doesn't work due to a runtime error, and when it does, it only serves as a cheesy media player showing a ripped off TibSun intro (Not even compressed well, btw.).
- 2.) Download files for installer and extract them manually into the directory that the false insaller created.

Now, let's take a moment here to analyze the situation. I just downloaded an installer that, when it actually FUNCTIONS, is supposed to stream the files (Not unlike the fantastic Steam idea </sarcasm>) to the proper areas, yet you recieve the file not found error. So, you are required to download the files that go WITH the installer separately.

Now, prudence suggests that you do one of two things. Either A.) Dont' release Reborn until this streaming installer is fixed or B.) Use a working installer, complete with all the files a la RenAlert. The Reborn team chooses to do neither and instead expects the average joe to be able to do this manually.

But, I digress, let's continue.

- 3.) You are now required to IGNORE the shortcuts installed by the non-working installer (Which i will now refer to as Crap Media Player, or CMP for short.) and instead explore to your installed Reborn directory (C:\Program Files\Reborn is the default, for those who dont' know) and run "Game.Exe" manually.

OK. Let's analyze this... On second thought no... it's not worth the aneurism.

4.) You are now greeted by the "Deezer Studios" intro.

Deezer Studios? Ok, let's just say that again. "Deezer Studios". What's the first thing that comes to mind when I say that? That's right, good ol' Deeze. I'm sure he LOVES being subliminally referenced to this piece of crap. (For reference sake, Deeze is THE MAN and deserves much homage for the mods he has created in the past.)

That and the mere FACT that this group tries to refer to itself as a sort of Dev Team is scary enough to make grown men cry.

5.) You are now FORCED to watch an equally poorly compressed rip from the ol' TS intro.

WHY? Was your CMP not good enough or something? No wait, that's because it SUCKS!

6.) At long last, the menu system. Now here's something that actually WORKS! If I click Multiplayer, I go to Multiplayer!

Yeah, and if I click "Westwood Online" i go to... WHAT THE HELL? I can't log in! Oh yeah, that's right, cuz it doesn't WORK! Ok, no worries. Let's try GameSpy... OH NUOS! NOW I'M SENT TO THE RENEGADE SECTION! Let's think of that for a sec. The Renegade section in GameSpy Arcade refers SPECIFICALLY to c:\westwood\renegade. NOT c:\program files\reborn. Shit outta luck there, my friend!

Oh! Wait, there's instructions! "How to play on Gamespy." COOL!

1. Download "The All-Seeing Eye" from <http://www.udpsoft.com/eye2/index.html>
2. Install "The All-Seeing Eye"
3. ASE will detect your Renegade and set your gamepath
4. Open ASE -> hit F2 -> click on "games" -> click on "Renegade"
5. Use the browse-button to search for the Game.exe of Reborn and press OK

Now just wait a fucking second. If i wanted to play on ASE, i would have looked for "How to play on ASE" Right? But once again, we're happily baited and switched into using ASE (Which i personally hate, tyvm.). This kinda reminds me of Valve's Steam... though I can't imagine why...

OK, so I can't play on WOL, I can't play on GSA... and I'm sure as hell not installing ASE. So let's just humor "Deezer Studios" and play Practice Mode... just for laughs.

HOLY FARKING CRAP! I used to be a beta tester for Reborn Back in the day... and there are STILL many of the bugs left behind!

Bury yourself in Canyon... DIE. Big bug, if you ask me.

Reborn plays background music... sounds like... wait it IS... it's Crush from Red Alert! Yeah, let's just kinda cross titles there...

Deployment is STILL a useless gesture in the game.

Fly high enough and you'll end up UNDERGROUND! It's not a bug, it's a feature! NEWTON BE DAMNED! "What goes up.... eventually comes around on the other side!" It's a whole new idea of physics!"

OK, now that Reborn's site is toast and a simple html site is remaining. Let's have a looksee at what one (I'm thinking Angel of Dawn... though I could be mistaken) of the Reborn team is saying.

"But today is the long promised day X."
Oooh... Day X... top secret there...

"If i am honest, i never imagined that Reborn will become a playable game... "
Reality check, it's NOT PLAYABLE! And if honesty is so important to you, then you shouldn't have promised a "Non-buggy" game that will support ALL game browsers.

"Sadly our installer has not been finished"
Which leaves us to the question of wtf happened to the rest of it...
If the game doesn't even install, then it shouldn't be released. Period.

"Reborn was in the beginning small and unimportant"
YES! And now we upgrade it to LARGE and unimportant! Hell, let's just add broken to the list.
"Large, broken and unimportant." Yeah, that's about right...

People, this game was supposed to be IT. The one game (Besides RenAlert) that was to help me regain my faith in Renegade as a game and as an engine. Well... i guess it's up to Ack, Dante and the RenAlert crew, because Reborn has gained my vote of "Most likely to cause violent suicide."

Reborn.Sucks.Period.

</rant>

Subject: C&C Reborn is released
Posted by [Wild1](#) on Wed, 24 Dec 2003 23:37:17 GMT
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I am quite amused just by reading that.

I don't know about you guys, but I'm going to wait a couple weeks and then see where it gets.

Subject: C&C Reborn is released
Posted by [DarkDemin](#) on Wed, 24 Dec 2003 23:47:35 GMT

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That is the most useful first post anyone has ever had WAY TO GO STEPPO

Subject: C&C Reborn is released
Posted by [npsmith82](#) on Wed, 24 Dec 2003 23:59:37 GMT

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Does kinda say "OFFICIAL BETA", so it's still beta. But even still, i'm more than happy to believe ACKs opinions.

For me to enjoy a mod, it needs to be flawless and bug-free. I for one, won't be downloading it because of the installer situation.

Subject: C&C Reborn is released
Posted by [Slicer_238](#) on Thu, 25 Dec 2003 00:26:16 GMT

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I like it, I just wish I could play online without needing ASE because I'm not going to d/l it.

Subject: C&C Reborn is released
Posted by [Steppo](#) on Thu, 25 Dec 2003 00:46:52 GMT

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It works with WOL, you just have to try like 90283742983749238 times.

Subject: C&C Reborn is released
Posted by [Sir Phoenixx](#) on Thu, 25 Dec 2003 00:59:26 GMT

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Lol...

And Renegade Alert remains the still unbeaten heavy weight king of Renegade!!!

(I thought they wanted to release it when it was finished? If it's a beta it cannot be finished.)

(In a way it is a Christmas present... We get something to laugh about for Xmas!)

Subject: C&C Reborn is released
Posted by [terminator 101](#) on Thu, 25 Dec 2003 01:18:19 GMT

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Sir Phoenixx(In a way it is a Christmas present... We get something to laugh about for Xmas!)
Lol, that sounds like AFV tape for christams, same thing. lol. Except that AFV tape ACTUALLY WORKS. double lol

Subject: C&C Reborn is released
Posted by [Sir Phoenixx](#) on Thu, 25 Dec 2003 02:01:18 GMT
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The new or old AFV?

I don't really care for the newer AFVs, I think the olders ones with Bob Sagget are better.

Subject: C&C Reborn is released
Posted by [bigejoe14](#) on Thu, 25 Dec 2003 02:42:24 GMT
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Oh man, I can't wait to see the look on the Reborn teams faces when .992 of Ren Alert is released.

Can anybody here say utter humiliation?

Subject: C&C Reborn is released
Posted by [Renx](#) on Thu, 25 Dec 2003 03:28:27 GMT
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I can! utter humiliation

I can't believe sumone said this mod was going to "save renegade" :rolleyes:

- 1) It doesnt need to be saved
- 2) Renegade was better off before they released it. Well...actaully I guess we needed a good laugh over the christmas holidays

This mod sux. If you searched shit on google, reborn would come up as the first 100 results
</exageration>

well other than that, steppo summed things up pretty good.

Subject: C&C Reborn is released
Posted by [Sir Phoenixx](#) on Thu, 25 Dec 2003 03:34:34 GMT
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Lol...

Renx, you can actually do that.

Just create alot (like 20+) websites on geocities, and other free hosts with a link on the site that links to the reborn site with "shit" as the link text. Submit these to Google and when you search for "shit" Reborn's site will come up as the first link.

Subject: C&C Reborn is released
Posted by [smwScott](#) on Thu, 25 Dec 2003 03:53:02 GMT
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Am I the only one who thinks its pretty decent? I mean, if we all judged Ren Alert by the beta they released a long time ago then you'd get similar reactions. This is a lot more playable than that was.

As of now I still think Ren Alert has a lot better gameplay, and is put together nicer, and overall better. But that doesn't mean that Reborn sucks - it has a lot of bugs, and the instal thing was total crap, but it seems ok. And one thing I noticed was that there are more people playing on WOL now than I have ever seen on Ren Alert.

Subject: C&C Reborn is released
Posted by [Steppo](#) on Thu, 25 Dec 2003 04:10:28 GMT
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I'm not really banking much on the previous releases of Renalert... or ANY release for that matter. Simply having to point out that RenAlert installs properly and Reborn does not is bad enough.

I don't play RenAlert, really. So i can't make TOO much of a comparison. I play when Ack asks me to... but that's about it.

All my hopes resided on Reborn. But as it stands, they failed miserably.

Subject: C&C Reborn is released
Posted by [Aircraftkiller](#) on Thu, 25 Dec 2003 04:16:38 GMT
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What you are seeing is about eight people running one player servers. They're running around in-game, alone.

That's not saying much for anyone.

What makes it worse is that if you try to play it online without being the host of the game, it crashes for you 75% of the time. If you're the host, it still crashes about 40% of the time upon level load.

Watch and see. They shot themselves in the head.

Subject: C&C Reborn is released
Posted by [U927](#) on Thu, 25 Dec 2003 04:17:49 GMT
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OGM LEIK Y R U GAIS BAHSIGN REBRON?!?!? IT KIKZ UR AZZ BAK 2 TEH STOAN
AIG!!!!!!!!111111 REENALRT SUX DANKEE DIK!!!!!!!!!!!!!!!!11111111

</n00b>

Overall, Reborn blows. Not even RenAlert's initial beta had this many bugs in it. Newton would burst an artery if he saw the crap Reborn was.

Subject: C&C Reborn is released
Posted by [forsaken](#) on Thu, 25 Dec 2003 04:37:23 GMT
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I do not care that it is buggy for now, as long as they fix and kill these problems swiftly and post haste, because I do not feel like waiting a year for a fixed version. RenAlert had a big problem with their first release, but they immediatly fixed it with a newer version in about a week, which I expect the Reborn team to do about the same, though doubtful that it may happen.

Subject: C&C Reborn is released
Posted by [Aircraftkiller](#) on Thu, 25 Dec 2003 04:40:13 GMT
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They refuse to even acknowledge problems in the beta, much less the beta versions before this one.

I doubt it will get fixed.

Subject: C&C Reborn is released
Posted by [forsaken](#) on Thu, 25 Dec 2003 04:46:03 GMT
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yes, that is because their community tolerates what they produce and defend it very brashly without any evidence on why these bugs do not matter (<http://dynamic4.gamespy.com/~ammo/yabbse/index.php?board=21;action=display;threadid=15142;start=0>).

"Forget installation,
Forget stupid little glitches,
What it really boils down to is which is more enjoyable to play."

How can I enjoy it when I cannot even play it hardly?

Unless their community turns tides and forces them to recognize these problems right now then your right ACK, they will not have the wheelpower to fix it.

Subject: C&C Reborn is released
Posted by [Steppo](#) on Thu, 25 Dec 2003 04:48:49 GMT
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YES! YOU SHOULD ALL FORGET INSTALLATION AND GO PLAY MINESWEEPER!

There! Now isn't that fun?

</sarcasm>

Subject: C&C Reborn is released
Posted by [forsaken](#) on Thu, 25 Dec 2003 04:53:50 GMT
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oh yeah! minesweeper > everyting else

Subject: my thoughts, for what it's worth.
Posted by [Nukelt15](#) on Thu, 25 Dec 2003 04:55:04 GMT
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Keeping in mind I have NO clue how to mod, or how they work, etc...unbiased "consumer" opinion here:

After having spent the better part of four hours going over every action I could think of with reborn, I can honestly say it has not lived up to the expectations I had for it.

Actually, It's really, really bad. Worse than my sister on PMS bad.

The single most disgusting problem, IMHO- deployable units are more lethal to the driver than to

the enemy. Not so bad when you deploy them, but forget about UN-deploying them, especially with the juggernaut- the vehicle either crushes you as it un-deploys, or you fall out of the driver's seat to your death(juggernaut). In fact, there is only one good driver for the juggernaut, and that's a jump-jet infantry, simply because they fall slower. Really, that's just wrong.

An interesting problem with the subterranean units(other than the rather unimaginative "underground" maps): While toasting an RPG tower with a devil's tongue, with 3/4 of full health(not to mention the untouched driver inside), I instantly die, vehicle and all. All other defenses were gone, so it could not have been anything else. No explosion, no death cry from the soldier. One minute I'm there, the next minute I'm shimmering in front of a purchase terminal. Now I knew there was alien technology in TS, but this is ridiculous.

The jump jet infantry...yeah, come on. More like "spring shoes on speed", because that's just about all it is. You jump. You move. You come down. There's no way to sustain your flight; you have to land no matter what. That's not jump jet, that's a regular jump. You'd be better off making the jumpjet a vehicle; at least then it would be able to have hovering like the original JJ infantry.

The refineries look nothing like the TS refineries. Not even a resemblance. Not only that, but the harvesters sometimes can't even "dock" all the way, so no income for you.

While I'm on harvesters, the ultimate canyon map has a problem with this: the GDI harvester path runs through the refinery, not around it; the damn thing can't get out of the base unless you ram it with something. This isn't much of a problem once you have vehicles, but it shouldn't happen; more attention should have been paid to that.

Vehicles don't always spawn when purchased. The orca fighter and harpy, for example(at least from what I've seen) must be purchased twice to appear.

And as everyone else says, the installer blows goats. Nothing should EVER be released without a decent installer. EVER. Imagine if Westwood had released Renegade with a faulty installer, and we had to manually take the files from the CD and put them in the directory? I can't speak for anyone else, but I'd ask for a refund. Too bad you can't get refunds for free downloads.

With a LOT more work, this COULD turn into something decent. But this wasn't ready for a public release.

Subject: C&C Reborn is released
Posted by [Steppo](#) on Thu, 25 Dec 2003 05:11:06 GMT
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Nukelt, you are my newfound brother! You have tackled bugs and topics i didn't even want to get IN TO. Kudos man! MASSIVE KUDOS!

Subject: C&C Reborn is released
Posted by [warranto](#) on Thu, 25 Dec 2003 05:25:35 GMT

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Well, yet another downfall of Reborn... not only an incomplete installer, but a faulty one as well! It can't register a needed .dll (quartz.dll to be exact).

And of course there's the little thing of DOUBLE the system requirements of Renegade....

Subject: C&C Reborn is released
Posted by [Gernader8](#) on Thu, 25 Dec 2003 06:46:14 GMT
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SteppoYES! YOU SHOULD ALL FORGET INSTALLATION AND GO PLAY MINESWEEPER!

There! Now isn't that fun?

</sarcasm>

wh00 onto level 15

Subject: C&C Reborn is released
Posted by [pulverizer](#) on Thu, 25 Dec 2003 11:17:17 GMT
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Did they work all the damn years on this? man... Gdi base defence textures are sucks ass. walking animations aren't great... the only good looking map is desert siege or what is it called. all other maps sucks. and so on...
I thought it would be better. they've been working years on it. I hope they make an update soon.

Subject: C&C Reborn is released
Posted by [Deactivated](#) on Thu, 25 Dec 2003 14:34:07 GMT
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warrantoAnd of course there's the little thing of DOUBLE the system requirements of Renegade....

Because most of the textures are uncompressed TGAs that usually are over 2 MB/texture. Talk about unoptimization?

The idea of C&C Reborn is good, but how it is employed is bad.

Subject: C&C Reborn is released
Posted by [forsaken](#) on Thu, 25 Dec 2003 15:09:49 GMT
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yeah they got the meat of the mod done, they just need to tidy up some things to bring up the game-play.

Subject: C&C Reborn is released
Posted by [Steppo](#) on Thu, 25 Dec 2003 16:15:16 GMT
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Yeah, like actually getting it to work.

Subject: C&C Reborn is released
Posted by [smwScott](#) on Thu, 25 Dec 2003 18:00:57 GMT
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I may have spoken a little too soon when I said I thought it was pretty good. I joined a multiplayer game and noticed my FPS hung around 20, as opposed to 70 on normal Ren and Ren Alert. Not to mention I saw people getting stuck in buildings and a whole bunch of bitching. Not sure how much of it was lag and how much was glitch's, but I'll wait a bit before I start to play it online.

If they fix it then it could become a good game, but now it isn't worth playing. Also the deployable vehicles are the worst, whenever I deploy I die.

Subject: C&C Reborn is released
Posted by [Renx](#) on Thu, 25 Dec 2003 18:09:25 GMT
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lol, don't bother trying to post you opinions on the ammo boards, if your post doesn't say "wow this mod rox" then they delete it :rolleyes:

and since the underground is the same level, wouldn't the fact that there is 2 levels slow it down alot?

Subject: C&C Reborn is released
Posted by [warranto](#) on Thu, 25 Dec 2003 18:27:48 GMT
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warrantoAnd of course there's the little thing of DOUBLE the system requirements of Renegade....

This is why your frames are lower.

Subject: C&C Reborn is released

Posted by [Renx](#) on Thu, 25 Dec 2003 18:31:21 GMT

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ya i noticed that, i was just wondering if this contributed to it.

either way, it's still ghey.

Subject: C&C Reborn is released

Posted by [MrBob](#) on Thu, 25 Dec 2003 21:57:48 GMT

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It's not gay, just retarded

Subject: C&C Reborn is released

Posted by [Sir Phoenixx](#) on Thu, 25 Dec 2003 22:00:56 GMT

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warrantowarrantoAnd of course there's the little thing of DOUBLE the system requirements of Renegade....

This is why your frames are lower.

It takes up double the system requirements because they don't know how to model/skin correctly.

"Lets put crappy looking high polygon models with over sized low quality skins in to the mod, it'll be 1337!".

Subject: C&C Reborn is released

Posted by [OrcaPilot26](#) on Thu, 25 Dec 2003 23:03:17 GMT

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lol, they said their release wouldn't have as many bugs as RenAlert.

Subject: C&C Reborn is released

Posted by [warranto](#) on Thu, 25 Dec 2003 23:15:52 GMT

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it doesn't have as many bugs as RenAlert, so they weren't lying. It has MORE!

Subject: C&C Reborn is released
Posted by [Battousai](#) on Fri, 26 Dec 2003 01:32:32 GMT
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Well for all you people out there who know a lot about making mods why don't you just help them fix their shit?

Don't you think that if it worked with no bugs it would be awesome?

Subject: C&C Reborn is released
Posted by [England](#) on Fri, 26 Dec 2003 01:42:06 GMT
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Im really pissed off with this, im a huge tiberian sun fan, and ive been following this closely, impressed by the screenies ive seen etc..

Anyway, on PCNC today *BAM* Reborn released, Sweet. Download '2'? files that are in German?!

And the dam game doesnt run.

Subject: C&C Reborn is released
Posted by [Aircraftkiller](#) on Fri, 26 Dec 2003 03:34:02 GMT
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BattousaiWell for all you people out there who know a lot about making mods why don't you just help them fix their shit?

Don't you think that if it worked with no bugs it would be awesome?

Don't you think that some of us have tried, and they refuse to listen?

Subject: C&C Reborn is released
Posted by [Battousai](#) on Fri, 26 Dec 2003 03:44:32 GMT
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I didn't know you guys tried to help them already. In that case I guess I don't really know what to think, I can't believe they would turn down help when it seems like it was so hard for them to get it out.

Subject: Re: C&C Reborn is released
Posted by [LTKirovy](#) on Fri, 26 Dec 2003 04:15:40 GMT

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Aircraftkillerwww.planetcnc.com/ammo/reborn

Go check it out.

Here's my take on it.

See the problems it STILL HAS from the FUCKING BETA TEST THEY DID A YEAR AGO?

1. It STILL Looks like crap.
2. It's STILL unbalanced.
3. Deployable units are STILL worthless.
4. "Underground" isn't even underground, it's just an exact clone of the level terrain... "Hey, someone tunneled out this for me! In the EXACT SHAPE of the place I just left!"
5. Jumpjet soldiers can still fly off ANY level... AND THEY CAN GO UNDERGROUND TOO!
6. THE INSTALLER ISN'T EVEN FINISHED!! And they said "we want a release without bugs" yet they can't fix ANYTHING they did wrong or even finish the INSTALLER FOR FUCK'S SAKE!!!

Tone her down a bit there ACK

Subject: C&C Reborn is released
Posted by [cowmisfit](#) on Fri, 26 Dec 2003 09:58:45 GMT
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lol judging from all the comments here i think ill wait couple of weeks and see were it gets too. Releasing it perfectly well knowing that many people wouldnt download it if they had no installer and had to move files and shit was a stupid ass idea.

Subject: C&C Reborn is released
Posted by [U927](#) on Fri, 26 Dec 2003 20:34:04 GMT
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I think the release was rushed to attempt to level out with RenAlert. But obviously, it didn't work very well.

Subject: C&C Reborn is released
Posted by [IRON FART](#) on Fri, 26 Dec 2003 22:07:44 GMT

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AircraftkillerBattousaiWell for all you people out there who know a lot about making mods why don't you just help them fix their shit?

Don't you think that if it worked with no bugs it would be awesome?

Don't you think that some of us have tried, and they refuse to listen?

Try posting on the Reborn forums, complementing them, telling them how wonderfull you think the mod is, and i GUARANTEE that Angel of Nothing will flame you, make you look stupid and lock the topic. They don't listen...they are arrogant.

I would have expected version 1.5 to have come out by now! and they are on some stupid beta.

As for rating the mod, I give it a ZERO because their web installer won't install anything.

And also what was the point of having an english/german version? Half of the English version is German.

Subject: C&C Reborn is released

Posted by [c0dynamic](#) on Sat, 27 Dec 2003 06:51:17 GMT

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It was a cool concept, but poorly design/directed. I still give them credit for all the efford they put into it, but i bet they could have done better. I don't see the reason for all this flaming though. If you don't like it...don't install it or download it.

I think Ack is ready for this link <http://www.clanwars.cc> . All the replies i read about him is nothing, but pure flame. Since you know that much Ack why not help other people...you sound just like that clanwars forum, you might want to visit it 1 day...lots of people to flame so little time to do it.

Subject: C&C Reborn is released

Posted by [forsaken](#) on Sat, 27 Dec 2003 06:59:22 GMT

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other bugs I found after playing awhile

-repairing underground of course, when your GDI it's like playing Whack-a-Mole

-you can plant beacons underground underneath buildings

-to sum up the above, you don't die when you exit underground

-you can enter tunnels on DustLand with a recon

-wierd teleporting, on Ultimate Canyon when I went in teleport I went to an area that went to underground section

-when you surface with a flame tank into the GDI WF, you cannot be seen by the enemy.

-when surfacing, many times you get stuck, and before release they said would be able to get out of being stuck, such as to a rock, gate, building, or another vechicle by digging again, but it does not work.

-of course the ob can't hit floating men, such as the jumpjet.

-need better sam sites.

-orca bomber owns everything on the ground and air (air because of it's rotary machine gun which has a large rotating radius).

-an observation: the banshee fires 2 shots at a time every second or so, when I thought it shot about 6 shots and had a reload of about 3 or so seconds.

-the no collision thing on ultimate canyon sucks, repairing the MCT of the GDI Refiniery when a vechicle flies through it and squishes you.

-when the helipads for both Nod and GDI are knocked out, air vehicles are not disabled and can still be purchased.

-sometimes vehicles are destroyed because someone bought another vehicle before yours exited the WF.

Subject: C&C Reborn is released
Posted by [Aircraftkiller](#) on Tue, 31 May 2005 21:40:27 GMT
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This is why we hate Reborn.

Read, comprehend, understand!

Subject: C&C Reborn is released
Posted by [glyde51](#) on Tue, 31 May 2005 21:50:13 GMT
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It's undone, the old beta is unsupported I believe...

Wait, wtf, BUMP?!

Subject: C&C Reborn is released
Posted by [Jecht](#) on Wed, 01 Jun 2005 01:11:59 GMT
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c0dynamiclf you don't like it...don't install it or download it.

Subject: C&C Reborn is released
Posted by [JPNOD](#) on Wed, 01 Jun 2005 12:14:18 GMT
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Subject: C&C Reborn is released
Posted by [JPNOD](#) on Wed, 01 Jun 2005 12:15:13 GMT
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Subject: C&C Reborn is released
Posted by [2000_years](#) on Wed, 01 Jun 2005 12:25:16 GMT
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wow, something tells me AircraftKiller is getting concerned that the Reborn team might have something good, while all RenAlert has are a few good vehicle models, and a few craptastic buildings.

Subject: C&C Reborn is released
Posted by [cheesesoda](#) on Wed, 01 Jun 2005 14:36:15 GMT
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Or maybe he's just showing everybody why he doesn't like Reborn. Hmm, nah, that can't be the reason. It's not like he actually said that. :rolleyes:

JPNOD: You're a fucking retard.

Subject: C&C Reborn is released
Posted by [ViolentOrgy](#) on Wed, 01 Jun 2005 21:45:25 GMT
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Subject: C&C Reborn is released
Posted by [Lijitsu](#) on Wed, 01 Jun 2005 21:47:20 GMT
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Could you NOT do that again please? Once or twice, maybe, but not that many.

Subject: C&C Reborn is released
Posted by [cheesesoda](#) on Wed, 01 Jun 2005 21:48:50 GMT
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Don't even pay attention to them, they're both idiots.

Subject: C&C Reborn is released
Posted by [Lijitsu](#) on Wed, 01 Jun 2005 21:49:54 GMT
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Will do. Ill stick to watching AircraftKiller make fools of people.
