
Subject: Reborn sucks...Ren Alert Wins!

Posted by [sniper12345](#) on Thu, 25 Dec 2003 10:39:41 GMT

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REBORN:

- Mechs still walk when they are standing
- Jump jet infantry cannot hover.
- Installer is fubar and takes more effort than it should to install.
- Deploying units is useless and dangerous.
- Underground mode is unrealistic and lame.
- Maps are unoriginal and uncreative.
- Textures are undetailed and blurry.
- Models are completely half-assed.
- This is almost the same as the leaked beta a long time ago.
- Infantry units have very little variation and are uncreative (part, counterpart, anyone?).
- The 2D art is basic and ugly.
- There are no dedicated servers.
- There are empty promises.
- Ren Alert took less time and is less bugged than Reborn.

Makes me wonder....Good job, Angel of Dawn! :rolleyes:

Subject: Reborn sucks...Ren Alert Wins!

Posted by [Renx](#) on Thu, 25 Dec 2003 12:51:59 GMT

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hurraw!

Subject: Reborn sucks...Ren Alert Wins!

Posted by [Sir Phoenixx](#) on Thu, 25 Dec 2003 14:54:05 GMT

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Renegade Alert ownz joo!

Subject: Reborn sucks...Ren Alert Wins!
Posted by [bigejoe14](#) on Thu, 25 Dec 2003 15:15:19 GMT
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Reborn = pawned

Subject: Reborn sucks...Ren Alert Wins!
Posted by [spreegem](#) on Thu, 25 Dec 2003 15:18:14 GMT
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bigejoe14Reborn = pawned

pawned? Ohh well I can't get the thing to work at all I tried reinstalling it as well and it just won't work I downloaded noth of the installer things and made sure everything was installed to the correct directories but it just doesn't work it gives me a .dll error thing so I uninstalled it and don't plan on istalling it untill they actually have a version that will work.

Subject: Re: Reborn sucks...Ren Alert Wins!
Posted by [Slicer_238](#) on Thu, 25 Dec 2003 17:20:54 GMT
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sniper12345REBORN:

- Mechs still walk when they are standing

This is the only problem I have with your rant. Everything else is wrong and lame, BUT it is impossible to stop the walking movements unless you don't want to see the legs move when your moving the vehicle. It has something to do with the Renegade engine and isn't completely their fault.

Subject: Re: Reborn sucks...Ren Alert Wins!
Posted by [Vitaminous](#) on Thu, 25 Dec 2003 17:36:40 GMT
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Slicer_238sniper12345REBORN:

- Mechs still walk when they are standing

This is the only problem I have with your rant. Everything else is wrong and lame, BUT it is impossible to stop the walking movements unless you don't want to see the legs move when your moving the vehicle. It has something to do with the Renegade engine and isn't completely their fault.

Nope.

There's a way to do it, I don't know how but there is.

(EX: RenAlert's Flying Units, Renegade's Chinook)

Subject: Reborn sucks...Ren Alert Wins!
Posted by [Slicer_238](#) on Thu, 25 Dec 2003 19:58:49 GMT
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o.O *Intrigued* Then make a Mech unit that stops moving when no one is in side it.

Subject: Reborn sucks...Ren Alert Wins!
Posted by [Nukelt15](#) on Thu, 25 Dec 2003 19:59:30 GMT
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I wish I could say otherwise...I really was anticipating a reborn release, but it's just not good enough.

The guys over at RenAlert have put much more thought and effort into their project. It doesn't have any of the same problems, and both mod teams have been at it for around the same amount of time(not quite, but very close). There's just no way of comparing the two in terms of quality.

Subject: Re: Reborn sucks...Ren Alert Wins!
Posted by [Sir Phoenixx](#) on Thu, 25 Dec 2003 21:56:09 GMT
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AprimeSlicer_238sniper12345REBORN:

- Mechs still walk when they are standing

This is the only problem I have with your rant. Everything else is wrong and lame, BUT it is impossible to stop the walking movements unless you don't want to see the legs move when your

moving the vehicle. It has something to do with the Renegade engine and isn't completely their fault.

Nope.

There's a way to do it, I don't know how but there is.

(EX: RenAlert's Flying Units, Renegade's Chinook)

So what do our helicopters and Renegade's Chinook have to do with being able to stop the walking animation of a vehicle with legs when not moving?

Subject: Reborn sucks...Ren Alert Wins!
Posted by [Blazer](#) on Thu, 25 Dec 2003 23:06:14 GMT
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Because when nobody is in them, the rotors do not spin. When you get in, the rotors start spinning. The same effect should be possible with moving legs.

Subject: Reborn sucks...Ren Alert Wins!
Posted by [Sir Phoenixx](#) on Thu, 25 Dec 2003 23:12:41 GMT
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Oh...

Subject: Reborn sucks...Ren Alert Wins!
Posted by [bigjoe14](#) on Thu, 25 Dec 2003 23:42:07 GMT
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No! Don't give them any ideas damn it!

Subject: Reborn sucks...Ren Alert Wins!
Posted by [U927](#) on Thu, 25 Dec 2003 23:43:37 GMT
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Jesus, Sole Survivor is better than tha piece of horse shit....no wait, disregard that. It would make the horse shit look bad.

Subject: Reborn sucks...Ren Alert Wins!
Posted by [OrcaPilot26](#) on Thu, 25 Dec 2003 23:56:31 GMT

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BlazerBecause when nobody is in them, the rotors do not spin. When you get in, the rotors start spinning. The same effect should be possible with moving legs.

It's not possible

Subject: Reborn sucks...Ren Alert Wins!
Posted by [warranto](#) on Fri, 26 Dec 2003 00:18:19 GMT
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Why would it not be possible?

Subject: Reborn sucks...Ren Alert Wins!
Posted by [Deactivated](#) on Fri, 26 Dec 2003 07:18:34 GMT
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Because the legs would be spinning like rotors.

Subject: Reborn sucks...Ren Alert Wins!
Posted by [NHJ BV](#) on Fri, 26 Dec 2003 11:03:43 GMT
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BlazerBecause when nobody is in them, the rotors do not spin. When you get in, the rotors start spinning. The same effect should be possible with moving legs.

But isn't it the case here that the legs move when the mech doesn't move with someone still in it? In other words I'm not sure if you can compare those.

Subject: Re: Reborn sucks...Ren Alert Wins!
Posted by [nastym4n](#) on Fri, 26 Dec 2003 12:22:01 GMT
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sniper12345- Ren Alert took less time and is less bugged than Reborn.

lol!

Neither of them are any good.

Make no mistake, I appreciate the time and effort it took to produce the mods, and have much respect for the creators.

Its just my personal opinion that is coming through here.

After the initial Renalert release (which was shit) I havnt bothered looking at it again. The leaked Reborn kicked its arse. The completed Reborn is not as good as it should be. Both teams have fallen down somewhere, but as I said at the start good effort - should go nicely in someones portfolio.....

Subject: Reborn sucks...Ren Alert Wins!

Posted by [sniper12345](#) on Fri, 26 Dec 2003 14:34:19 GMT

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Ren Alert is going to release 0.992 within 2 weeks, and 0.993 is already in the plans. Happy?

Subject: Reborn sucks...Ren Alert Wins!

Posted by [Jaspah](#) on Fri, 26 Dec 2003 16:23:07 GMT

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I thought it was a beta release.

Subject: Re: Reborn sucks...Ren Alert Wins!

Posted by [Renx](#) on Fri, 26 Dec 2003 17:07:58 GMT

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[quote="nastym4n"]sniper12345After the initial Renalert release (which was shit) I havnt bothered looking at it again...

d00d, you havnt played renalert since the first beta? Give .992 a try when it comes out, it will feel like almost a completely different mod, just about everything has been changed.

Subject: Re: Reborn sucks...Ren Alert Wins!

Posted by [terminator 101](#) on Fri, 26 Dec 2003 17:59:49 GMT

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RenxGive .992 a try when it comes out, it will feel like almost a completely different mod, just about everything has been changed.

Question: when will it come out?

Subject: Reborn sucks...Ren Alert Wins!

Posted by [Sir Phoenixx](#) on Fri, 26 Dec 2003 18:10:52 GMT

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Within a week or so.

Subject: Reborn sucks...Ren Alert Wins!
Posted by [Genocide](#) on Mon, 29 Dec 2003 02:53:48 GMT
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My Verdict:

REBORN:

- The Mammoth Mark II's legs will always remain the same, due to the fact that Renegade does not Support IK (Inverse Kinematics) which is dynamic animation, so dont expect changes there.
 - I agree, gotta be fixed
 - Theres a new installer at the site.
 - I think they should add more health to deployed units, and when u got a line of deployed units it really does help
 - Underground mode needs to be improved.
 - Old ones are, that rock one with the bridge is good though.
 - They need to definatly add more detail to the building textures, and alot of the vehicles.
 - Models havnt really changed since first internal.
 - Tut tut, u shouldnt of played that leaked beta.
 - Infantry are not done, i saw a few weeks back some new infantry being made, they look good.
 - 2D art isnt that bad, come on.
 - There are no dedicated servers.
 - Promises shouldnt always be taken to heart.
 - Ren alert doesnt feel different to me, but its good.
-

Subject: Reborn sucks...Ren Alert Wins!
Posted by [sniper12345](#) on Mon, 29 Dec 2003 03:45:47 GMT
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Yea, but I don't really like the 2D art....like, even someone like me could do better, and just think

about people like Aprime or Darkblade...
