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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Renardin6](#) on Tue, 13 Jul 2004 14:19:35 GMT  
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<http://www.reborn.communityteam.de/renardin/forum/viewforum.php?f=13&sid=64c7574040938aba607800766e32a600>

Go check it.

--> Can I use that as avatar here or too big ?

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [SuperFlyingEngi](#) on Tue, 13 Jul 2004 14:31:50 GMT  
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Avatars have to be 125x125 or less... I think that's a little too big, but I'm not sure.

Just looked through the update, all those models look really good, except I think the Titan's legs are a little too thin, and its feet need to be somewhat wider.

Other than that, keep up the good work.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Jaspah](#) on Tue, 13 Jul 2004 15:08:19 GMT  
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That's 150x150.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [\\_ToXiN\\_](#) on Tue, 13 Jul 2004 16:01:12 GMT  
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Eh...

They are Okayish.

Now for the comments.

Untextured ones.

The Recon bike should have a back tire that is the SAME width as the front one, the rocket launcher pods should have THREE places for rockets, each.  
as seen

[http://www.cnc-source.com/gallery/details.php?image\\_id=161&s=7cf3bba0dc572a814f70f9b49f51](http://www.cnc-source.com/gallery/details.php?image_id=161&s=7cf3bba0dc572a814f70f9b49f51)

---

a59d

there.

also the front should be more sharp, right now it is round and blunt.

Cyborg Reaper looks sweet.

The Heavy Sniper rifle needs work done on it, the scope looks like something out of a kiddie movie, the gun itself deserves some kind of covering on it since it looks soooo 00'. Oh and the end of the barrel looks stupid.

I'm also guessing it's Semi-Automatic, but what ... Wait ... rather WHERE! Is the pullback, you know the thing you pull back to load the first bullet on a clip? Exactly.

Needs one of those.

The butt looks stupid, make it a bit bigger at the end and not have that dumbass metal thing sticking out since that's a high powered big caliber rifle, I don't want some piece of metal jabbing me in the shoulder each time I fire it.

SPAS-12 Semi-Automatic Shotgun looks sweet ... but ...

THE FUCK IS A 90'S SHOTGUN DOING IN TS!?!?!?! Redo it to something more modern.

Elite Cadre Gun looks shitty.

The handle is too wide, the back is too pointy, and it needs a much longer clip because judging by barrel size, that clip would hold about 10 bullets.

The Railgun is okay ... but most parts of it look like they belong on a supersoaker.

-----

Tech gun looks okay.

Titan needs to be totally redone as said in the thread.

The Medic should have a futuristic box that he carries around, just a 3rd person box and he aims at people and fires, A gun that heals looks stupid.

The Chem/Flame whatever the hell it is called...

...It's dumb and unrealistic.

Course' we can light tiberium on fire, no problem there.

But the problems are.

\*One canister

\*Should have two barrels (maybe)

\*Should have a second handle, a second trigger on that.

See since there is only one canister that means there is onyl tiberium, so where does the pilot

light come from?

Now I personally think you should redesign the fucker.

Put two canisters side by side, a pilot light with separate smaller canister (And a barrel that ain't that thick) and two barrels, one for flames and one for tiberium. they are shot out and the pilot light lights both on fire, simple.

And it would be more 'realistic'.

Fix those things and I may consider liking the models.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [KIRBY098](#) on Tue, 13 Jul 2004 16:17:37 GMT  
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I am loving that reaper.

And I think he's right about that super soaker railgun.

Perhaps some more angular / functional design parts.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Aircraftkiller](#) on Tue, 13 Jul 2004 18:11:36 GMT  
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Almost all of that stuff carries the "I did this in Photoshop" and the "I made the models in five minutes" mark. I don't know why, but as you go along, most of what you do just gets worse.

---

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [KIRBY098](#) on Tue, 13 Jul 2004 18:20:16 GMT  
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AircraftkillerAlmost all of that stuff carries the "I did this in Photoshop" and the "I made the models in five minutes" mark. I don't know why, but as you go along, most of what you do just gets worse.

Just like the quality of your posts.

---

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [SuperFlyingEngi](#) on Tue, 13 Jul 2004 18:20:36 GMT

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...These look better than the models and textures before them.

I wouldn't bother re-doing the SPAS 12, on account of it looks really good, so what if it might have been de-commissioned by whenever the TS timeline takes place. [It's already being swapped out for the SPAS 15]

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [MyTrust](#) on Tue, 13 Jul 2004 18:21:05 GMT  
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Looks good , could have been more shiney though.

And will some extreme negative people shut up ?

---

Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Aircraftkiller](#) on Tue, 13 Jul 2004 19:07:24 GMT  
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Will you negative people stop whining or is it too much for you to do what you preach?

---

Subject: CNC REBORN : WEAPON UPDATE  
Posted by [KIRBY098](#) on Tue, 13 Jul 2004 19:22:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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AircraftkillerWill you negative people stop whining or is it too much for you to do what you preach?

Oh the irony. You of all people would know negativity when you saw it.

reference:

AircraftkillerAlmost all of that stuff carries the "I did this in Photoshop" and the "I made the models in five minutes" mark. I don't know why, but as you go along, most of what you do just gets worse.

VERY positive.

I thought you were ignoring me now.

---

Subject: CNC REBORN : WEAPON UPDATE  
Posted by [MyTrust](#) on Tue, 13 Jul 2004 21:07:42 GMT

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AircraftkillerWill you negative people stop whining or is it too much for you to do what you preach?

You're the one whining here, as you whine over our posts, now act like someone 20 years old, not 5.....

---

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Aircraftkiller](#) on Tue, 13 Jul 2004 22:13:24 GMT  
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And guess what, you're doing the same thing! Wheeeee, circular logic!

---

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [icedog90](#) on Wed, 14 Jul 2004 00:16:45 GMT  
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lol, the railgun looks like a marshmallow.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Havoc 89](#) on Wed, 14 Jul 2004 03:36:26 GMT  
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Why did you model a Franchi Spas 12? Tiberian Sun does not have any guns from the present time. They were all modifications of the modern weapons, and some made up.

most of your weapons needs fixing like Toxin said.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [MyTrust](#) on Wed, 14 Jul 2004 09:25:57 GMT  
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AircraftkillerWill you negative people stop whining or is it too much for you to do what you preach?

At least I am not whining for being afraid a certain mod exceeds mine in quality.....  
You on the other hand..... you get the point

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [sniper12345](#) on Wed, 14 Jul 2004 12:23:04 GMT  
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AircraftkillerAnd guess what, you're doing the same thing! Wheeeee, circular logic!

Oh, and you're doing it too!!! YAY!!!!

\*jumps on the mouse wheel as well\*

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Subject: CNC REBORN : WEAPON UPDATE

Posted by [sniper12345](#) on Wed, 14 Jul 2004 12:27:25 GMT

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Alright, anyway, I suggest that the medic gun needs more detail. Specifically on the grey areas...like Htmlgod said in the topic.

I don't mind the Titan.

Tech-guns are ok, could use some more detail in the front though.

Chem-spray looks like ass, redo the skin for more detail, and kick NeoX off your team.

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Subject: CNC REBORN : WEAPON UPDATE

Posted by [Renx](#) on Wed, 14 Jul 2004 12:37:34 GMT

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MyTrustAircraftkillerWill you negative people stop whining or is it too much for you to do what you preach?

At least I am not whining for being afraid a certain mod exceeds mine in quality.....  
You on the other hand..... you get the point

If that's honestly what you think, then you're insane. We have no reason to be afraid of anything posted over there.

---

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Subject: CNC REBORN : WEAPON UPDATE

Posted by [MyTrust](#) on Wed, 14 Jul 2004 13:54:20 GMT

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RenxMyTrustAircraftkillerWill you negative people stop whining or is it too much for you to do what you preach?

At least I am not whining for being afraid a certain mod exceeds mine in quality.....  
You on the other hand..... you get the point

If that's honestly what you think, then you're insane. We have no reason to be afraid of anything posted over there.

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OK, prove it then by not constantly insult other mods.....

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Renardin6](#) on Wed, 14 Jul 2004 14:22:43 GMT  
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MYtrust : don't lose time with that. Just ignore those people.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Gernader8](#) on Wed, 14 Jul 2004 15:02:16 GMT  
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The railgun should almost look like highly modified-high caliber sniper rifle, long slender barrel. Not an assault rifle looking gun. Railguns work of the concept of magnetic propulsion, and would require a long barrel to reach a "deadly" speed. Renegade actually was pretty damn close to 'required' attributes for a railgun.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [HELLBILLY DELUXE](#) on Wed, 14 Jul 2004 15:38:15 GMT  
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This mod is somehow moving away from TibSun more and more.  
Plus the artwork isn't great.  
Why don't you guys take the public version of Reborn, fix all the bugs, add a few maps and balance the bitch???  
I'm sure a lot of people would appreciate that more than these models...

---

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Aircraftkiller](#) on Wed, 14 Jul 2004 17:45:07 GMT  
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MyTrustAircraftkillerWill you negative people stop whining or is it too much for you to do what you preach?

At least I am not whining for being afraid a certain mod exceeds mine in quality.....  
You on the other hand..... you get the point

You're an idiot if you believe Reborn has quality. You're even more of an idiot if you think I'm somehow afraid of Reborn for even remotely having some semblance of quality.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [KIRBY098](#) on Wed, 14 Jul 2004 17:55:21 GMT  
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AircraftkillerMyTrustAircraftkillerWill you negative people stop whining or is it too much for you to do what you preach?

At least I am not whining for being afraid a certain mod exceeds mine in quality.....  
You on the other hand..... you get the point

You're an idiot if you believe Reborn has quality. You're even more of an idiot if you think I'm somehow afraid of Reborn for even remotely having some semblance of quality.

Speaking of whining.....

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [MyTrust](#) on Wed, 14 Jul 2004 18:02:03 GMT  
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AircraftkillerMyTrustAircraftkillerWill you negative people stop whining or is it too much for you to do what you preach?

At least I am not whining for being afraid a certain mod exceeds mine in quality.....  
You on the other hand..... you get the point

You're an idiot if you believe Reborn has quality. You're even more of an idiot if you think I'm somehow afraid of Reborn for even remotely having some semblance of quality.

Ok my 1st saying into this:

First of all, YOU are not the person who can say it's quality or not, the only people who can give a judgement are the people who made the game(graphics of it), e.g Eric gooch.  
And I do not recall any Aircraftkiller, Sam Site or Jonathan(I think that's your name, I vaguely remember it of that e-mail you sent to all people having password problems with the forum of renalert) in that list.

Also WHY are you and the rest of the RA Dev team the only ones saying that it has no quality, and the rest find the majority of the mod ok.....  
I just don't get it.....

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [spreegem](#) on Wed, 14 Jul 2004 18:12:13 GMT  
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You know what, BOTH mods look good. RenAlert is currently better than Reborn, but with these updates that the Reborn team has been doing, Reborn should be much better if they fix the

problems that people are pointing out to them. The 993 patch for RenAlert will blow Reborn away, at least until Reborn makes an extremely good patch for their mod.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [KIRBY098](#) on Wed, 14 Jul 2004 18:15:35 GMT  
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They have some good ideas. It will be interesting to see if it comes to fruition.

I can't see condemning something BEFORE it's done.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Aircraftkiller](#) on Wed, 14 Jul 2004 19:28:24 GMT  
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Quote:First of all, YOU are not the person who can say it's quality or not, the only people who can give a judgement are the people who made the game(graphics of it), e.g Eric gooch. And I do not recall any Aircraftkiller, Sam Site or Jonathan(I think that's your name, I vaguely remember it of that e-mail you sent to all people having password problems with the forum of renalert) in that list.

Also WHY are you and the rest of the RA Dev team the only ones saying that it has no quality, and the rest find the majority of the mod ok.....  
I just don't get it.....

I can say whatever I want about Reborn. Namely, that it sucks.

It's not just my development team that hates Reborn, it's the majority of this community.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Hav0c](#) on Wed, 14 Jul 2004 20:04:29 GMT  
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You mean your band of RA asslickers only hate it because you do, they aren't like it in case they might lose your respect Couldn't have that now could we :rolleyes:

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Sir Phoenixx](#) on Wed, 14 Jul 2004 20:25:45 GMT  
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Yeah, that's why... It just can't be because we might actually not like it. :rolleyes:

---

---

Subject: CNC REBORN : WEAPON UPDATE  
Posted by [MyTrust](#) on Wed, 14 Jul 2004 21:22:27 GMT  
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Sir PhoenixxYeah, that's why... It just can't be because we might actually not like it. :rolleyes:

I find it too coincidental for that, and btw Aircraftkiller, your opinion does not matter, you haven't made the original, so you basically have no saying in it, we all haven't actually, except for the Tiberian Sun Dev. Team

---

Subject: CNC REBORN : WEAPON UPDATE  
Posted by [PointlessAmbler](#) on Wed, 14 Jul 2004 21:44:46 GMT  
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So you can't have an opinion about something because you didn't make it? People make a LIVING out of giving their opinions on things they didn't make... that blows your argument right out of the water.

---

Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Aircraftkiller](#) on Wed, 14 Jul 2004 21:44:55 GMT  
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Then your opinion of how good it is doesn't matter, according to you.

Which is irrelevant, the TS development team has no bearing on a game "mod" that's poorly done and loosely based on Tiberian Sun.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Sir Phoenixx](#) on Wed, 14 Jul 2004 23:33:20 GMT  
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OMG Unless you're part of the mod team you can't judge the mod!!11

LOL...

Pretty much the opposite is true, the only opinions that really matter are that of those in the community.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Renardin6](#) on Thu, 15 Jul 2004 00:16:56 GMT  
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Can I moderator do his job here ? So much off-topic post...

Go argue somewhere else.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Gernader8](#) on Thu, 15 Jul 2004 03:01:34 GMT  
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MyTrust

Also WHY are you and the rest of the RA Dev team the only ones saying that it has no quality, and the rest find the majority of the mod ok.....

I just don't get it.....

Will you people stop saying that, half of us does not mean all of us. Come on, learn to count.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [PointlessAmbler](#) on Thu, 15 Jul 2004 04:52:39 GMT  
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Yeah, I only posted here because you lumped us all together.

---

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [MyTrust](#) on Thu, 15 Jul 2004 10:47:35 GMT  
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OK, not all of the dev team.

But Renardin is right, we are OT here, and I apologize for it.....

Oh, Sir phoenixx, I meant the original TS dev. team, not the reborn dev. team.....

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [HELLBILLY DELUXE](#) on Thu, 15 Jul 2004 16:32:10 GMT  
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spreegem You know what, BOTH mods look good. RenAlert is currently better than Reborn, but with these updates that the Reborn team has been doing, Reborn should be much better if they fix the problems that people are pointing out to them. The 993 patch for RenAlert will blow Reborn away, at least until Reborn makes an extremely good patch for their mod.

The problem is, that Reborn is going nowhere. The updates are only adding weapons, that weren't in TS in the first place and aren't making the mod better.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Hav0c](#) on Thu, 15 Jul 2004 16:44:44 GMT  
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Care to name every single weapon that was in TS?

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [HELLBILLY DELUXE](#) on Thu, 15 Jul 2004 16:55:02 GMT  
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There for sure weren't 10 infantry units for each side running around with 4 sniper rifles and 20th century SPAS-12,,

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [MyTrust](#) on Thu, 15 Jul 2004 18:00:35 GMT  
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DethHav0cCare to name every single weapon that was in TS?

Light Infantry: M16 mk2 pulse rifle aka Minigun  
Disk thrower: Disk Grenade  
Rocket Infantry: Bazooka  
Jumpjet: Vulcan Rifle  
Engineer:none  
Cyborg:Chaingun  
GhostStalker: Railgun  
Cyborg Command: Beta: High-powered chaingun and Flamethrower  
Final: Plasma Cannon

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [Hav0c](#) on Thu, 15 Jul 2004 18:07:20 GMT  
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And thats what there is, ofcourse they are gona add infantry, thats what people wanted, everyone said "Add More Infantry!" I think they've done a good job keeping the infantry they have made up in close contact with the sort of thing that might have come up.

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Subject: CNC REBORN : WEAPON UPDATE  
Posted by [MyTrust](#) on Sat, 17 Jul 2004 15:49:03 GMT  
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They could add the SP only infantry like the chameleon spy, and the Elite Cadre, But give them

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their weapons, Also i think the Chameleon spy should not have a weapon at all, just a pistol to defend himself, he was originally intended to be an information unit unit.....

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