
Subject: C&C Reborn

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 07 Mar 2006 21:24:26 GMT

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It's about time you see an update, isn't it? The team worked hard and is still working by the way... Anyway, here is the recent work produced mainly by Sloth and Exdeath7.

We have the GDI War Factory :

GDI Vtol Pad...

Lighting in the GDI Powerplant...

GDI Master Control terminal went through some changes..

For more screenshots (WAY more Screenshots) on these buildings, visit our ModDb Gallery here:
<http://mods.moddb.com/631/CnC-Reborn/>

Over here is a Video featuring some nice stuff on the GDI buildings.

<http://cncreborn.iconique.net/Reborn01.zip>

Whitedragon joined the team to help on scripts. He is working on some new features with Jonwil as:

- Working aapc
- Per team hud system
- New point system (done)
- Custom Scopes

Then we have the big question, what about the release? Is it still for march? With several maps under work and the current progression, it would be great if we can get the first release for march. It will mainly depends of the next internal alpha test and the number of bugs we will have to fix. We will keep you updated about this.

- C&C Reborn Team

Subject: Re: C&C Reborn

Posted by [reborn](#) on Tue, 07 Mar 2006 21:30:43 GMT

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Totally awesome, I really love the terminals in the buildings.

Subject: Re: C&C Reborn

Posted by [gendres](#) on Tue, 07 Mar 2006 22:23:55 GMT

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Wow... that's awesome....

Subject: Re: C&C Reborn

Posted by [Naamloos](#) on Tue, 07 Mar 2006 22:58:10 GMT

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Nice work.

Some things I would like to see though is some more detail on the back of the WF. It's kinda empty without any pipes and stuff on it. And is that an elevator on the roof of the WF? I can't tell from that far, but it looks like it. And for a building that big, the interior seems a bit small. If it's still possible, try to make full use of the space.

I really like the rest.

Subject: Re: C&C Reborn

Posted by [SuperFlyingEngi](#) on Tue, 07 Mar 2006 23:03:28 GMT

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Looks like metal.

Subject: Re: C&C Reborn

Posted by [M1Garand8](#) on Tue, 07 Mar 2006 23:31:20 GMT

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Nice...

Subject: Re: C&C Reborn

Posted by [Feetseek](#) on Wed, 08 Mar 2006 00:16:06 GMT

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I'm.... speechless... thats the most beautiful MCT I've ever seen

Subject: Re: C&C Reborn
Posted by [rm5248](#) on Wed, 08 Mar 2006 01:22:38 GMT
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Wow... That's nice.

The only crit I have is that the WF looks too short.... The door where the vehicles come out seems too close to the back with the WF being so wide.

And the colors seem slightly off on the WF. The intereior is really nice though.

Subject: Re: C&C Reborn
Posted by [icedog90](#) on Wed, 08 Mar 2006 01:33:08 GMT
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Those are just killer awesome. The only thing I suggest is making the door for the war factory less blurry.

Subject: Re: C&C Reborn
Posted by [Renardin6](#) on Wed, 08 Mar 2006 01:43:16 GMT
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yeah, I will have to sharpen it.

Subject: Re: C&C Reborn
Posted by [Viking](#) on Wed, 08 Mar 2006 01:50:06 GMT
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I have no complaints.

What I really want to see is the advanced tech center with ion cannon sat n hunter seeker upgrade!

Subject: Re: C&C Reborn
Posted by [PointlessAmbler](#) on Wed, 08 Mar 2006 07:06:17 GMT
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You guys have made some real improvements. Nice job.

Subject: Re: C&C Reborn

Posted by [m1a1_abrams](#) on Wed, 08 Mar 2006 07:19:17 GMT

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Yeah this stuff is pretty awesome. Besides being so detailed it has a certain style to it with the PTs and whatnot that just looks cool.

Subject: Re: C&C Reborn

Posted by [Goztow](#) on Wed, 08 Mar 2006 09:10:40 GMT

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great, well done!

Subject: Re: C&C Reborn

Posted by [RTsa](#) on Wed, 08 Mar 2006 09:58:22 GMT

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Great! Love to see progress.

Subject: Re: C&C Reborn

Posted by [Herr](#) on Wed, 08 Mar 2006 10:45:39 GMT

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I love the blue-grey Style. And that MCT looks damn good.

Subject: Re: C&C Reborn

Posted by [htmlgod](#) on Wed, 08 Mar 2006 13:27:40 GMT

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Looks very good all around. You win.... another stamp of approval!

Subject: Re: C&C Reborn

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 08 Mar 2006 20:07:11 GMT

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rm5248 wrote on Tue, 07 March 2006 20:22Wow... That's nice.

The only crit I have is that the WF looks too short.... The door where the vehicles come out seems too close to the back with the WF being so wide.

The WF was actually modeled very precise to the one in Tiberian Sun, however, the old WF wasn't. So I'd say the model to this structure is completely fine.

Subject: Re: C&C Reborn

Posted by [rm5248](#) on Wed, 08 Mar 2006 23:48:39 GMT

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[NEFobby[GEN] wrote on Wed, 08 March 2006 14:07]The WF was actually modeled very precise to the one in Tiberian Sun, however, the old WF wasn't. So I'd say the model to this structure is completely fine.

Well, the angle in the picture isn't too good for calculating the size compared to the icon:

=/

Subject: Re: C&C Reborn

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 09 Mar 2006 02:23:40 GMT

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We based our model off of this picture

Not that tiny icon.

Subject: Re: C&C Reborn

Posted by [Mad Ivan](#) on Thu, 09 Mar 2006 03:19:11 GMT

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lol, you should add htmlgod`s stamp to your awards list on the site

Subject: Re: C&C Reborn

Posted by [Chronojam](#) on Thu, 09 Mar 2006 05:10:19 GMT

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Still missing the red lights I pointed out months ago =P

Subject: Re: C&C Reborn

Posted by [Spice](#) on Thu, 09 Mar 2006 08:15:32 GMT

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Yeah, that was me being more or less lazy. We'll get them on there one way or another. I have a neat idea for the flicker effect in-game.

Subject: Re: C&C Reborn

Posted by [JeepRubi](#) on Thu, 09 Mar 2006 13:45:04 GMT

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The only thing i dont like, the triangleish thing on the door and the door itslf is dull compared to the other one.

Subject: Re: C&C Reborn

Posted by [Renardin6](#) on Fri, 10 Mar 2006 01:33:09 GMT

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To download the video use that place:

<http://files.moddb.com/1605/>

Subject: Re: C&C Reborn

Posted by [GDIrish](#) on Fri, 10 Mar 2006 04:45:44 GMT

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The Question Repeated Until the End of Time:

Will the rules be approximate to rules.ini(or whatever it is. Seeing as how I don't even own a PC...)?

Because if you do, You are 100% spot on in my opinion.

If you don't, then I guess I can't complain either way. It's still really nicely done. I'm just being the Neo-Nazi for exact details relating to the game. I'm sure it would work fine either way.

Good work!

Subject: Re: C&C Reborn

Posted by [Whitedragon](#) on Fri, 10 Mar 2006 04:48:34 GMT

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Everything will be setup almost identically to rules.ini at first. Then as we do beta testing im sure some things will be changed for better balance.

Subject: Re: C&C Reborn
Posted by [nopol10](#) on Fri, 10 Mar 2006 09:38:32 GMT
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When will the beta start (by end of March hopefully)?
I am anxious.

Subject: Re: C&C Reborn
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 10 Mar 2006 15:24:49 GMT
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nopol10 wrote on Fri, 10 March 2006 04:38: When will the beta start (by end of March hopefully)?
I am anxious.

It all depends on how long the alpha and beta testing takes.

Subject: Re: C&C Reborn
Posted by [Alexraptor](#) on Fri, 10 Mar 2006 15:46:07 GMT
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rules.ini? as in rules.ini from Tiberian Sun?

Subject: Re: C&C Reborn
Posted by [Chronojam](#) on Fri, 10 Mar 2006 21:27:29 GMT
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No, they're using the RA2 one =)

Subject: Re: C&C Reborn
Posted by [Alexraptor](#) on Fri, 10 Mar 2006 22:28:36 GMT
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no need for sarcasm

Subject: Re: C&C Reborn
Posted by [Renardin6](#) on Sat, 11 Mar 2006 18:05:23 GMT
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hey wtf? I tough we were working on Warcraft III to renegade...

Subject: Re: C&C Reborn
Posted by [saalkin](#) on Sun, 12 Mar 2006 15:09:00 GMT
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Wow I love it. The only problem to me is that oversized CD on the MCT. Replace it will like another keypad or something. Because the CD just looks dumb and out of place.

Subject: Re: C&C Reborn
Posted by [idebo](#) on Sun, 12 Mar 2006 16:01:46 GMT
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saalkin wrote on Sun, 12 March 2006 09:09Wow I love it. The only problem to me is that oversized CD on the MCT. Replace it will like another keypad or something. Because the CD just looks dumb and out of place.

Yeah, I just realized: they still use CD's in 2030 and above? I mean, come on, CD's are already old these days.

Subject: Re: C&C Reborn
Posted by [JeepRubi](#) on Sun, 12 Mar 2006 16:13:34 GMT
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No, its a SUPER CD.

Subject: Re: C&C Reborn
Posted by [Alexraptor](#) on Sun, 12 Mar 2006 17:14:34 GMT
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nah its prolly a 16 gig DVD

CD's are today still the standard for games and software. but its moving slowly into DVD

Subject: Re: C&C Reborn
Posted by [spike228](#) on Fri, 17 Mar 2006 10:38:42 GMT
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this is looking really sweet. i'm thinking about reinstalling my renegade just to play this.

i remember when the development of this was first announced years ago and now, its progress is amazing! i can't believe you guys are still dedicated to making this mod considering the age of this game.

keep at it!

Subject: Re: C&C Reborn
Posted by [Titan1x77](#) on Sat, 18 Mar 2006 07:30:53 GMT
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its a blu-ray disc..with 50gigs of porn on it

Subject: Re: C&C Reborn
Posted by [nopol10](#) on Sat, 18 Mar 2006 10:52:23 GMT
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They are military men after all...
What else do you do during your spare time in a Helipad?

Subject: Re: C&C Reborn
Posted by [Ma1kel](#) on Sat, 18 Mar 2006 11:01:43 GMT
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It looks nice!

Subject: Re: C&C Reborn
Posted by [Renardin6](#) on Sun, 19 Mar 2006 19:39:36 GMT
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Titan1x77 wrote on Sat, 18 March 2006 02:30its a blu-ray disc..with 50gigs of porn on it
Shh, don't tell the secret data of GDI. It's confidential.

Subject: Re: C&C Reborn
Posted by [Ma1kel](#) on Sun, 19 Mar 2006 19:58:40 GMT
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Alexraptor wrote on Sun, 12 March 2006 11:14nah its proly a 16 gig DVD

CD's are today still the standard for games and software. but its moving slowly into DVD
There's already a group of scientists making a 100 GB disc.
