
Subject: Reborn Release
Posted by [Thiima](#) on Wed, 24 Dec 2003 22:05:08 GMT
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just so you know, they release a public beta of reborn
<http://www.reborn.communityteam.de/newseng/>

Subject: Reborn Release
Posted by [Wild1](#) on Wed, 24 Dec 2003 23:32:12 GMT
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Damnit, and my Renegade isn't working. Time for a new computer.

Subject: Reborn Release
Posted by [spreegem](#) on Thu, 25 Dec 2003 00:25:08 GMT
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OMG YAY! I am getting it now hope it is good.

Subject: Reborn Release
Posted by [Ferahago](#) on Thu, 25 Dec 2003 02:02:50 GMT
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Oh yes. Yes yes yes yes yes yes yes yes. This is gonna make a lot of people shut up

Subject: Reborn Release
Posted by [pulverizer](#) on Thu, 25 Dec 2003 09:43:50 GMT
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I've been waiting a long time for this

Subject: Reborn Release
Posted by [sniper12345](#) on Thu, 25 Dec 2003 10:47:13 GMT
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I'm let down.

Subject: Reborn Release

Posted by [Renx](#) on Thu, 25 Dec 2003 12:54:45 GMT

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spreegemOMG YAY! I am getting it now hope it is good.

sorry to disapoint you, but its not....

Subject: Reborn Release

Posted by [spreegem](#) on Thu, 25 Dec 2003 12:57:59 GMT

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I can't get the thing to work WTF! I installed it . . . do I need to download the files thing as well?

Subject: Reborn Release

Posted by [pulverizer](#) on Thu, 25 Dec 2003 14:25:01 GMT

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You have to download 2 files.

1: web installer

2: web installer files.

first download no.1, install it. the download the second one and put those files in the folder where you've installer the first one. then hit "game.exe" and play.

Subject: Reborn Release

Posted by [SuperTech](#) on Thu, 25 Dec 2003 16:12:56 GMT

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Wild1Damnit, and my Renegade isn't working. Time for a new computer.

Hey Wild1, check out my thread in technical support, I fixed my problem. Might help you too.

Subject: Reborn Release

Posted by [SuperFlyingEngi](#) on Thu, 25 Dec 2003 22:08:15 GMT

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Wow that was a cool mod, especially what you did with the NoD uber-cyborg in first person mode. That was really creative. But since Renegade is built around tracked vehicles, the walkers dont look so good. Is there anything you can do to make the legs move slowly comparative to how fast the walker is moving? But wow that was a good mod. Keep it up.

Subject: Reborn Release
Posted by [U927](#) on Thu, 25 Dec 2003 23:46:15 GMT
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REBORN SUCKS.

Subject: Reborn Release
Posted by [Wild1](#) on Thu, 25 Dec 2003 23:59:23 GMT
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SuperTechWild1Damnit, and my Renegade isn't working. Time for a new computer.

Hey Wild1, check out my thread in technical support, I fixed my problem. Might help you too.

Wanna bet?

For some odd reason, I can't update DirectX (had to reinstall ME) and any other streaming download won't work.

Subject: Reborn Release
Posted by [kopaka649](#) on Fri, 26 Dec 2003 06:27:48 GMT
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there's nothing bad about reborn

Subject: Reborn Release
Posted by [exnyte](#) on Fri, 26 Dec 2003 06:58:06 GMT
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kopaka649there's nothing bad about reborn

from the sounds of it, not a whole lot that's good about it either... seems to be just "there".

Subject: Reborn Release
Posted by [Gernader8](#) on Fri, 26 Dec 2003 07:49:16 GMT
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Wild1SuperTechWild1Damnit, and my Renegade isn't working. Time for a new computer.

Hey Wild1, check out my thread in technical support, I fixed my problem. Might help you too.

Wanna bet?

For some odd reason, I can't update DirectX (had to reinstall ME) and any other streaming

download won't work.

Theres your problem, your running ME....If you have 98 I would revert back to it, 98 is alot more stable.

And for Reborn, I see no such improvement from the beta. The only differences are unit tweaks.

Subject: Reborn Release

Posted by [sniper12345](#) on Fri, 26 Dec 2003 11:02:16 GMT

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Umbral_DelaFlareREBORN SUCKS.

A wise man speaks!

Subject: Reborn Release

Posted by [warranto](#) on Fri, 26 Dec 2003 16:52:23 GMT

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Wild1SuperTechWild1Damnit, and my Renegade isn't working. Time for a new computer.

Hey Wild1, check out my thread in technical support, I fixed my problem. Might help you too.

Wanna bet?

For some odd reason, I can't update DirectX (had to reinstall ME) and any other streaming download won't work.

I had the same problem... Igot a warning that the "quartz.dll" wouldn't register. After that, NO streaming video would work. Why? Because the quartz.dll became corrupt (or unregistered itself, or something) which is needed by at least windows media to play the videos! Easily fixed, just delete the quartz.dll and reinstall windows media. I don't know if other players rely on this as well, so I'm just concentrating on the player I know it affects.

Subject: Reborn Release

Posted by [Ugauga01](#) on Fri, 26 Dec 2003 17:51:02 GMT

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The Reborn Balancing sucks.

are underground. That sux. The new Mammoth is strong but you can destroy it very fast.

Subject: Reborn Release

Posted by [kawolsky](#) on Fri, 26 Dec 2003 18:02:22 GMT

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kopaka649there's nothing bad about reborn
correction : theres nothing good about reborn

Subject: Reborn Release

Posted by [Genocide](#) on Sat, 27 Dec 2003 02:14:22 GMT

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Alot of you are not realising the effort that goes into creating such a mod, sure freedom for speech , but why use words like theres nothing good about it, well hey let me tell you something, new mods = stronger community.

As for Reborn, i played it and i wasnt dissapointed as this was not the final product, give it a chance to breathe, be happy that you finally got your hands on it.

I think its time to stop sucking up to Renalert, give Reborn a chance and play your hearts out.

Subject: Reborn Release

Posted by [Sir Phoenixx](#) on Sat, 27 Dec 2003 02:57:24 GMT

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It doesn't take that much effort to make something with that little quality. We can say whatever we want, it's our opinion that it sucks. (And there is NO freedom of speech of any kind on internet forums.)

They specifically said that when they finally release the mod it'll be FINISHED and with LESS bugs than Renegade Alert. They released it with VERY LITTLE progress since the older beta was leaked, with newer bugs, it is not finished even though they promised it would be when they first release it. It also has alot more bugs, and alot larger bugs than Renegade Alert. There is no sucking up of any kind. It is just the plain fact that Renegade Alert is alot better.

Subject: Reborn Release

Posted by [Genocide](#) on Sat, 27 Dec 2003 04:00:26 GMT

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I wasnt aiming that comment directly to the mod, i was aiming it at general moral.

As for what your saying, promises are always broken, but hey thats life.

This is not "Wars Of The Mods" , why say you are better when u could say they need to improve, i Know for a fact there's going to be patches for it.

I have nothing againsts both mods, me and DarkOmen literally dont like eachother and me and Renalerts staff get on well, and yet i say good things about Reborn, only because im one of the people thats willing to give it a chance.

Subject: Reborn Release

Posted by [warranto](#) on Sat, 27 Dec 2003 06:03:34 GMT

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Reborn has a lot of potential. But thats all, just potential. Most bugs that exist, shouldn't. As well, nothing should ever be released with an incomplete installer, not to mention ones that mess with system files so that they don't work. Using pre-existing .dll's are fine... but not when it corrupts them.

I'm not complaining that bugs exist, I'm complaining that it's the same bugs that have existed prior to the release. Because of the type of bugs they are, I'm suspecting they have existed since the begining.

Subject: Reborn Release

Posted by [exnyte](#) on Sat, 27 Dec 2003 06:24:47 GMT

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Genocide!This is not "Wars Of The Mods" , why say you are better when u could say they need to improve ...

Because they are? Because they can? Who's going to stop them? That is why they, and most others say they are better. Simple as that.

Subject: Reborn Release

Posted by [Sir Phoenixx](#) on Sat, 27 Dec 2003 14:03:38 GMT

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Why do I say that the best mod for Renegade is better than Reborn? Hmmm... Woah, that's a hard question! :rolleyes:

Please stop falling back to the "it's not a mod war" crap when you can't think of something else to say. Simply stating the fact that Renegade Alert is ALOT better than Reborn is not a "war".

Subject: Reborn Release

Posted by [spreegem](#) on Sat, 27 Dec 2003 15:26:21 GMT

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Now he's gonna say it is a competition. . . RenAlert is a lot better than Reborn, I played the

leaked Beta and it was fun and all but now when they released it alot of you are saying not much has changed since the leaked beta. I can't get this one to install so I haven't tried it myself yet, but if it is still pretty much the same as the leaked beta then they better have a huge patch coming out for it within a week. . .

Subject: Reborn Release
Posted by [warranto](#) on Sat, 27 Dec 2003 17:18:52 GMT
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The same as the leaked beta?

Same bugs... different maps.

That about sums it up

Subject: Reborn Release
Posted by [Genocide](#) on Sat, 27 Dec 2003 21:14:06 GMT
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spreegeml played the leaked Beta and it was fun and all but now when they released it alot of you are saying not much has changed since the leaked beta.

Couldnt agree more...

Subject: Reborn Release
Posted by [Gernader8](#) on Sun, 28 Dec 2003 17:48:17 GMT
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warrantoThe same as the leaked beta?

Same bugs... different maps.

That about sums it up

tries to think of something to say

...
...
...
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...
...
...

.....yep that does say it all....

Subject: Reborn Release
Posted by [PsycoArmy](#) on Sun, 04 Jan 2004 15:19:27 GMT
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Its a very good mod...
Of course Ren Alert has less bugs, you didn't do that much, I played the first one released to public, It was like Playing Renegade all over again, YAY.

Subject: Reborn Release
Posted by [warranto](#) on Sun, 04 Jan 2004 18:50:51 GMT
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The first one released to the public? You're talking about the .pkg edition? Wow are you missing out on a lot. Much has changed since that "teaser" (as I'm calling it) release.

Subject: Reborn Release
Posted by [Sir Phoenixx](#) on Sun, 04 Jan 2004 21:45:23 GMT
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PsycoArmyIts a very good mod...

Yes Reborn is a very good mod, but only in a universe far far away where people have very very low standards on how good something is and prefer very low quality and poorly done mods.

PsycoArmyOf course Ren Alert has less bugs, you didn't do that much, I played the first one released to public, It was like Playing Renegade all over again, YAY.

lol... Yes, and I wonder why... Maybe that was because that was the first release? Duh? :rolleyes:

Subject: Reborn Release
Posted by [Sn1per XL](#) on Tue, 06 Jan 2004 02:37:52 GMT
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Remember renalerts frist beta? yeah it had bugs also im sure reborn will have patches to fix the bugs and im sure over time it will be a great mod.

Subject: Reborn Release
Posted by [PsycoArmy](#) on Tue, 06 Jan 2004 07:52:54 GMT

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no the first patchable one

Subject: Reborn Release

Posted by [OrcaPilot26](#) on Tue, 06 Jan 2004 21:57:58 GMT

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Sn1per XLRemember renalerts frist beta? yeah it had bugs also im sure reborn will have patches to fix the bugs and im sure over time it will be a great mod.

Lets see, what do they need to do....

- 1.Redo all the vehicle models so they're under 1500 polys, and retexture them with 512*512 uv mapped textures.
- 2.Redo most of the buildings and make their own textures
- 3.Completely overhaul the presets and fix balancing issues
- 4.Release a Reborn version of the tools
- 5.Redo the infantry so they actually look like they're from TS
- 6.Add all the Tiberium plants and animals to create a TS atmosphere
- 7.Make their own maps with vis and and underground part different from the rest of the map.
- 8.Fix any remaining gameplay issues as well as adding new weapons.

Yup, it sure would be a good mod

Subject: Reborn Release

Posted by [warranto](#) on Tue, 06 Jan 2004 22:43:48 GMT

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You forgot one important one... release a warning that no one that suffers from epilepsy plays the game. Or at least gets out to repair a subterranean vehicle.

Subject: Reborn Release

Posted by [OrcaPilot26](#) on Wed, 07 Jan 2004 01:13:54 GMT

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Well I was just scratching the surface of what they needed to do.
