
Subject: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Tue, 20 Dec 2005 01:47:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://www.megaupload.com/?d=HFJ6T3ZW>

Someone felt it necessary to distribute the alpha all over the Internet. More download links should appear soon! The file is a PKG (Just like mods from three years ago!) and runs in a singleplayer LAN game, or over the Internet against those who have it.

Subject: Re: C&C Reborn is released!

Posted by [bandie63](#) on Tue, 20 Dec 2005 01:52:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

LOCK AND BAN.

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Tue, 20 Dec 2005 01:53:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lock it for what? This doesn't violate forum rules. I've done nothing that I haven't done before in this forum you stupid newbie...

Subject: Re: C&C Reborn is released!

Posted by [Renx](#) on Tue, 20 Dec 2005 01:57:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Wow I love it this mod rocks!

Subject: Re: C&C Reborn is released!

Posted by [bandie63](#) on Tue, 20 Dec 2005 02:00:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Mon, 19 December 2005 21:53Lock it for what? This doesn't violate forum rules. I've done nothing that I haven't done before in this forum you stupid newbie...

An ellipsis at the end of a sentence requires four (4) periods....

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Tue, 20 Dec 2005 02:05:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:If the ellipsis comes at the end of a sentence, many grammarians insist that it should be followed by a period. But this is a grammatical rule, not a typographical one, and it's broken quite often. It's not a rule I follow. If you do opt to add the period, you may need to manually kern it so that it is spaced equally with the other dots in the ellipsis. In many fonts, you won't have to worry about it, but this isn't always the case. In some fonts, the period may appear too close to the ellipsis, in which case it should be kerned...or deleted altogether. When creating an ellipsis, you should consider adding a small amount of space (via your application's kerning commands) before and after it, or no space at all. The normal space created with the Space Bar is too wide to place before an ellipsis, although it is okay to place a full space after it if it appears at the end of a sentence.

Subject: Re: C&C Reborn is released!
Posted by [Jecht](#) on Tue, 20 Dec 2005 02:07:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

You're slime.

Subject: Re: C&C Reborn is released!
Posted by [Aprime](#) on Tue, 20 Dec 2005 02:08:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

LMFAO

Subject: Re: C&C Reborn is released!
Posted by [Renx](#) on Tue, 20 Dec 2005 02:08:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

So who wants to have a game

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Tue, 20 Dec 2005 02:08:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

I am? I didn't know I was fungal slime because I exp0sed them for being the liars they are. Go try it out and see how "done" they really are.

Subject: Re: C&C Reborn is released!
Posted by [JeepRubi](#) on Tue, 20 Dec 2005 02:10:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

ill have a game once the download finishes. If it goes fast enough....

Subject: Re: C&C Reborn is released!
Posted by [Aurora](#) on Tue, 20 Dec 2005 02:10:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Done? Doesn't alpha mean the first playable build?

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Tue, 20 Dec 2005 02:12:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, it does. It's funny that their first playable build takes them over a year to make, isn't it?

Subject: Re: C&C Reborn is released!
Posted by [Aurora](#) on Tue, 20 Dec 2005 02:14:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Define playable.

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Tue, 20 Dec 2005 02:16:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good point, this release does suck pretty bad. Reminds me of that one from the same time around December of 2003...

Subject: Re: C&C Reborn is released!
Posted by [genetix](#) on Tue, 20 Dec 2005 02:16:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Mon, 19 December 2005 19:47<http://www.megaupload.com/?d=HFJ6T3ZW>

Someone felt it necessary to distribute the alpha all over the Internet. More download links should appear soon! The file is a PKG (Just like mods from three years ago!) and runs in a singleplayer LAN game, or over the Internet against those who have it.

Asshole, nothing describes you better.

I know I won't be downloading it. I can personally wait for Reborn to finish their work and publish it.

Subject: Re: C&C Reborn is released!
Posted by [Aurora](#) on Tue, 20 Dec 2005 02:17:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

The one where you tried to uninstall it and it broke Renegade, making you reinstall Renegade?

Subject: Re: C&C Reborn is released!
Posted by [icedog90](#) on Tue, 20 Dec 2005 02:19:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

You guys are so fucking immature.

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Tue, 20 Dec 2005 02:19:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

No, the one that made you reformat your computer since it destroyed all your data on a Windows system.

Subject: Re: C&C Reborn is released!
Posted by [genetix](#) on Tue, 20 Dec 2005 02:21:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Mon, 19 December 2005 20:19No, the one that made you reformat your computer since it destroyed all your data on a Windows system.

Why don't you share with everyone here how you got this release? Was it another "legal" entry?

Subject: Re: C&C Reborn is released!
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 20 Dec 2005 02:22:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ack, you are so retarded. I feel sorry for that dunce hat you have to wear. It's probably sick and tired of you.

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Tue, 20 Dec 2005 02:23:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

This one is legal, too. Prove it isn't somehow, I'd like to see you do it since it's impossible to do so.

Aurora and I are talking about the last Reborn public release that's found on websites such as www.cnc-source.com and www.planetcnc.com

Subject: Re: C&C Reborn is released!
Posted by [Aprime](#) on Tue, 20 Dec 2005 02:23:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

genetix wrote on Mon, 19 December 2005 21:21 Aircraftkiller wrote on Mon, 19 December 2005 20:19 No, the one that made you reformat your computer since it destroyed all your data on a Windows system.

Why don't you share with everyone here how you got this release? Was it another "legal" entry?

As stated in another topic, it was given to him by one of the members of the Reborn team.

Subject: Re: C&C Reborn is released!
Posted by [Aurora](#) on Tue, 20 Dec 2005 02:23:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

And you're so canadian

Subject: Re: C&C Reborn is released!
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 20 Dec 2005 02:27:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aurora wrote on Mon, 19 December 2005 21:14 Define playable.

Honestly, do you think this is ALL our team has done in the past 2 years? Recheck your sources Ass Crack Filler, this beta is over a month old, and we've progressed from it.

Subject: Re: C&C Reborn is released!
Posted by [Aurora](#) on Tue, 20 Dec 2005 02:28:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Uh... I'm not Aircraftkiller, why did you quote me?

In response, Why are you already defending this release? I haven't played it or seen any screenshots from it, but for some reason you already are panicked enough to be saying things like "we've progressed from it".

Why are you so scared that people will this is what the mod is like?

Subject: Re: C&C Reborn is released!

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 20 Dec 2005 02:28:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quoted the wrong post. Damn I hate this forum system.

Subject: Re: C&C Reborn is released!

Posted by [xptek](#) on Tue, 20 Dec 2005 02:30:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dragonade Jr. ahoy!

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Tue, 20 Dec 2005 02:34:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:do you think this is ALL our team has done in the past 2 years?

Yes; you can't prove otherwise since you have nothing to show yet, otherwise you would have.

Quote:Recheck your sources, this beta is over a month old, and we've progressed from it.

I checked my sources, you can thank Pendumbass for the forum access and the access to the internal alpha. Your alpha is over a month old? If you progressed so far, I guess the most you've done is add that GDI Barracks... Whoopee.

Subject: Re: C&C Reborn is released!

Posted by [light](#) on Tue, 20 Dec 2005 02:36:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Meh, I can't say I trust an Alpha, I barely trust Betas as it is.

As for the Reborn team, this is a good demonstration of how much some people want this game to come out, and you are fueling this desire by posting tid-bits of screenshots and videos.

ACK has just seen an opportunity and gone for it, not unlike him really. I don't see the point myself, but everyone needs a hobby.

Subject: Re: C&C Reborn is released!
Posted by [Aprime](#) on Tue, 20 Dec 2005 02:54:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

Buggies are part of the Black Hand, a shitload of stuff causes crashing, the textures are horrible and pixelated, toilets are huge.

But I like the reflections on the silos in Facility.

Subject: Re: C&C Reborn is released!
Posted by [deadaim00](#) on Tue, 20 Dec 2005 03:16:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller you hypocritical bastard. I love how when you leak something that a team has made, its ok! But God forbid when I recieve a sub test from RenAlert, I get TONS of shit for it. I obviously know I'm not very liked around here, but I dont give a shit. What you did was wrong, and now you have sunken to my level. You sir, are an asshole! Welcome aboard!!

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Tue, 20 Dec 2005 03:18:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

I've always been an asshole to people I don't like; is that any different from anyone else here?

But thanks for the congratulations Deadaim.

Subject: Re: C&C Reborn is released!
Posted by [cypher909](#) on Tue, 20 Dec 2005 03:20:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Mon, 19 December 2005 20:18is that any different from anyone else here?
Yes... i like my asshole.

So only 85% to go... its still going to rock!
Instead of criticizing the game and all their hard work, why not offer your professional help?

Subject: Re: C&C Reborn is released!
Posted by [Aprime](#) on Tue, 20 Dec 2005 03:24:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aurora wrote on Mon, 19 December 2005 21:23And you're so canadian

That is something I cannot deny.

Subject: Re: C&C Reborn is released!
Posted by [NeoSaber](#) on Tue, 20 Dec 2005 03:50:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

After trying things out for a bit, I'm actually kind of impressed by the walking animation on the Wolverine. It needs some work I think, but the animation lines up well with the speed of the vehicle, as long as you don't back up. For an alpha test, that's pretty good.

Subject: Re: C&C Reborn is released!
Posted by [Hydra](#) on Tue, 20 Dec 2005 04:04:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

How do I install this so it doesn't make me reformat my harddrive?

Subject: Re: C&C Reborn is released!
Posted by [Renx](#) on Tue, 20 Dec 2005 04:30:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

We've been playing reborn for like the last three hours.

Subject: Re: C&C Reborn is released!
Posted by [Renx](#) on Tue, 20 Dec 2005 04:53:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Check out the wolverine doing the moonwalk to perfection here. Background music is of course Thriller. Video by Aircraftkiller

Subject: Re: C&C Reborn is released!
Posted by [Deleted_](#) on Tue, 20 Dec 2005 04:54:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

NeoSaber wrote on Mon, 19 December 2005 22:50After trying things out for a bit, I'm actually kind of impressed by the walking animation on the Wolverine. It needs some work I think, but the

animation lines up well with the speed of the vehicle, as long as you don't back up. For an alpha test, that's pretty good.

Seconded. Although the wolverine did make the PKG crash it was pretty good for the 5 or so seconds I had with it.

The rest of the stuff is quite nice. The infantry models are rigged pretty well, the weapon anims are awesome. The vehicles other than the buggy and GDI APC are good too. Would've liked to try the Titan though.

Subject: Re: C&C Reborn is released!
Posted by [Aurora](#) on Tue, 20 Dec 2005 04:55:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can't actually see where you're shooting with the wolverine if you're trying to shoot at something on the same z axis as you

just fyi

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Tue, 20 Dec 2005 04:56:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

The animations are sub-par. You can tell where the sound doesn't sync up with a few, and some are just Renegade weapon reload animations copied over. It's not very impressive at all.

Subject: Re: C&C Reborn is released!
Posted by [Renx](#) on Tue, 20 Dec 2005 05:03:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

The wolverine animation should be preserved. It does the perfect moonwalk. They couldn't get it better even if they tried.

Subject: Re: C&C Reborn is released!
Posted by [Aurora](#) on Tue, 20 Dec 2005 05:11:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

it even syncs up with the music.

Subject: Re: C&C Reborn is released!
Posted by [NeoSaber](#) on Tue, 20 Dec 2005 05:22:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

Some of the infantry could use attention.

Nod Rocket Soldier:

Nod Technician:

Just thought I'd mention it...

Subject: Re: C&C Reborn is released!
Posted by [Kamuix](#) on Tue, 20 Dec 2005 05:32:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

>>

Subject: Re: C&C Reborn is released!
Posted by [Lijitsu](#) on Tue, 20 Dec 2005 05:36:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renx wrote on Mon, 19 December 2005 23:53 Check out the wolverine doing the moonwalk to perfection here. Background music is of course Thriller. Video by Aircraftkiller
Dude that movie rocks. Except for the whole slamming into a wall thing, that was perfect.

Subject: Re: C&C Reborn is released!
Posted by [Kamuix](#) on Tue, 20 Dec 2005 05:45:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

>If anyone wants, I'll be hosting this map for awhile under the nickname A00000016, Kamuix something will be in there.

Its there right now!. Although my guy will be in there. It should be there for a few days.

Sry about the double posts.

Subject: Re: C&C Reborn is released!
Posted by [RTsa](#) on Tue, 20 Dec 2005 09:57:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

The link isn't working anymore. Not sure whether this is good or bad..I would've liked to see it for myself, but for the sake of the Reborn team maybe it's better this way...

Subject: Re: C&C Reborn is released!
Posted by [Blazer](#) on Tue, 20 Dec 2005 10:35:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

NeoSaber wrote on Tue, 20 December 2005 00:22Some of the infantry could use attention.

Nod Rocket Soldier:

Looks like the alien dudes from the movie "Arrival"

Anyhow, you guys realize that all you are doing is advertising for Reborn, and people are downloading it and liking it, especially since its only an alpha

Subject: Re: C&C Reborn is released!
Posted by [Crimson](#) on Tue, 20 Dec 2005 14:02:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Fobby wrote on Mon, 19 December 2005 19:28Quoted the wrong post. Damn I hate this forum system.

Because you decided to quote a post, clicked the WRONG "quote" button, and even SAW the post you didn't mean to quote in the text box... you somehow blame the FORUM SYSTEM for your error? Get a clue, dude. Seriously.

Regarding this leak, I am not pleased. I will be discussing with Blazer regarding what we're going to do about this.

And for the ones who private messaged me on IRC things like "Is that the kind of user you want on the Renegade Public Forums? ... I hope you do the right thing this time." You are also welcome to board the bus to the clue factory. You think I'm just going to jump for joy when you are essentially posting "OMG how dare you allow people to post on a forum without moderating by hand each and every single post?" You think I'm going to take you seriously? Guess again.

Subject: Re: C&C Reborn is released!
Posted by [Spice](#) on Tue, 20 Dec 2005 16:18:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Indeed the infantry were quite faulty in that test. I fixed them a month or so ago. That is the main reason no nod infantry had been included in that test, espically the ones that you shown. Which

are the rocket infantry and technician.

It's nice you are trying to help us fix problems but we have fixed a lot of the major problems since the date of that test.

Subject: Re: C&C Reborn is released!
Posted by [Renardin6](#) on Tue, 20 Dec 2005 17:14:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.copyrightdepot.com/rep74/00038617.htm>

Subject: Re: C&C Reborn is released!
Posted by [xptek](#) on Tue, 20 Dec 2005 18:14:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

You submitted it to "Copyright depot." Nice one.

Subject: Re: C&C Reborn is released!
Posted by [NeoSaber](#) on Tue, 20 Dec 2005 18:22:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

EXdeath7 wrote on Tue, 20 December 2005 11:18: Indeed the infantry were quite faulty in that test. I fixed them a month or so ago. That is the main reason no nod infantry had been included in that test, especially the ones that you shown. Which are the rocket infantry and technician.

Maybe its just my own obsessive compulsive nature when it comes to fixing problems, but why even stick a model like those two soldiers in the test .pkg? I always check an infantry's rigging in W3Dviewer before adding it to even an internal alpha test. A flaw like that would send me into a headspin and I'd probably stop everything else and fix it before I continued. (When I saw the nod technician I actually jumped back from my computer screen going "What the F... Is that a mantis?!")

My own little example: Renegade Alert's Allied Sergeant had a few minor, but noticable, errors in the rigging when it was sent to me. I wouldn't even let that slide for an internal test, I re-rigged the whole model from scratch immediately to fix the problems. I'm probably just crazy though...

Renardin6 wrote on Tue, 20 December 2005 12:14 Now I bring your attention on this:

<http://www.copyrightdepot.com/rep74/00038617.htm>

Use translator if you can't understand. Files were also sent for the deposit.

Are you trying to say the alpha test is copyrighted, even though it included this:

character definitions.txt Character Prefix Naming

Author: Joe Strateger (Exdeath7)

Date Started: August 16, 2005 Last Updated: August 17, 2005

Description: What is this? This is a basic reference for people digging around in our always.dat. Basically made for easy reference to the files of what the characters are labeled when I exported and compiled them. This contains the file names of the w3d format of our character files and their textures in dds format. Great for people just looking to edit textures to their own accord. Remember the W3D engine will read Texture files in either Truevision Advanced Raster Graphics Adapter (TARGA) or Direct Draw Surface format (DDS). Enjoy!

The .txt file pretty much screams "Pick the mod apart! I'll even tell you how!"

Subject: Re: C&C Reborn is released!

Posted by [Spice](#) on Tue, 20 Dec 2005 18:42:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sure, I don't see a problem with that. You can contact me on MSN at DeathAX@Hotmail.com

Subject: Re: C&C Reborn is released!

Posted by [Naamloos](#) on Tue, 20 Dec 2005 19:23:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

See, Ack loves Reborn so much he just can't wait to share it with the rest of the community.

I won't be downloading it.

Subject: Re: C&C Reborn is released!

Posted by [Ma1kel](#) on Tue, 20 Dec 2005 20:37:18 GMT

The file was deleted, or the link to the file is in-correct. Just to clear that out.

Subject: Re: C&C Reborn is released!

Posted by [Kanezor](#) on Tue, 20 Dec 2005 21:22:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Tue, 20 December 2005 14:02 Fobby wrote on Mon, 19 December 2005 19:28 Quoted the wrong post. Damn I hate this forum system. Because you decided to quote a post, clicked the WRONG "quote" button, and even SAW the post you didn't mean to quote in the text box... you somehow blame the FORUM SYSTEM for your error? Get a clue, dude. Seriously. Crimson, I hate to tell you you're wrong, but Fobby is right -- these forums do suck ass. The quote button for the current post doesn't belong at the bottom of the current post: all other active forums that I have seen have the quote button for the current post at the top of the post. Not only that, but all other decent forums that I visit also have the person's profile info in a separate column, instead of the same column cluttering up post texts.

As for seeing the post he didn't mean to quote, that would be his fault for not pre-reading the quote.

smacks Fobby

As for my comments on the topic at hand -- the Reborn internal alpha test... it is exactly that: an internal alpha test. That means that anyone which obtains the internal alpha test whom should not could be conducting illegal activity, whether or not the files are easily accessible, even if only hidden instead of protected.

Aircraftkiller wrote on Tue, 20 December 2005 15:23 This one is legal, too. Prove it isn't somehow, I'd like to see you do it since it's impossible to do so.

While I highly doubt that this could escalate to criminal charges or something similar, I will point out that it has happened before, and in a high-stakes contest of the United States' politics. I point to: <http://www.inthesetimes.com/site/main/article/403/>

Quote:... he and another staffer exploited a security lapse to view ... files Quote:Lundell (the perpetrator) became aware of the security lapse after seeing that a new system administrator working on his computer had neglected to change the default permission setting for new directories from open to protected. This meant that all personal directories of staffers, Republican and Democrat, created under his tenure were accessible to anyone. Eg, anyone can view the files, whether or not they had permission, without needing to pass any sort of protection, such as a password. As far as I am aware, that is exactly what has been done. The best quote for whoever leaked the alpha: Quote:But Joseph Metcalfe, a professor of law at the University of Oregon and former federal prosecutor specializing in computer crimes, disagrees. "Federal law prohibits intentionally accessing a computer without authorization or in excess of authorization," he told In These Times. "It most certainly does not require hacking. If you access a government computer when you aren't supposed to and obtain information, you're potentially in violation of federal law. b]Simply because there's a weakness or security hole doesn't

mean that exploiting that weakness isn't criminal. [A burglar is guilty of burglary even if the front door is unlocked.]/b]"

Subject: Re: C&C Reborn is released!
Posted by [Jaspah](#) on Tue, 20 Dec 2005 21:24:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

icedog90 wrote on Mon, 19 December 2005 21:19 You guys are so fucking immature.

Well said.

Subject: Re: C&C Reborn is released!
Posted by [Aprime](#) on Tue, 20 Dec 2005 21:28:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

xptek wrote on Tue, 20 December 2005 13:14 You submitted it to "Copyright depot." Nice one.

It's like the Home Depot of copyrighting.

Subject: Re: C&C Reborn is released!
Posted by [rm5248](#) on Tue, 20 Dec 2005 21:49:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kanezor wrote on Tue, 20 December 2005 15:22 Quote: But Joseph Metcalfe, a professor of law at the University of Oregon and former federal prosecutor specializing in computer crimes, disagrees. "Federal law prohibits intentionally accessing a computer without authorization or in excess of authorization," he told In These Times. "It most certainly does not require hacking. If you access a government computer when you aren't supposed to and obtain information, you're potentially in violation of federal law. Simply because there's a weakness or security hole doesn't mean that exploiting that weakness isn't criminal. A burglar is guilty of burglary even if the front door is unlocked."

Excellent point.

And why do you have to submit it to copyright depot? As far as I know, everything that I've written in my life is copyrited, including this post.

icedog90 wrote on Mon, 19 December 2005 21:19 You guys are so fucking immature.

Subject: Re: C&C Reborn is released!

Posted by [Chronojam](#) on Tue, 20 Dec 2005 21:59:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

genetix wrote on Mon, 19 December 2005 21:21 Aircraftkiller wrote on Mon, 19 December 2005 20:19 No, the one that made you reformat your computer since it destroyed all your data on a Windows system.

Why don't you share with everyone here how you got this release? Was it another "legal" entry?

Since you quoted him I'm assuming your comment was about what he said in the quote, or else the quote was pointless:

The build of Reborn that would format Win98 systems was the official release. He got it from their site like everybody else did.

Comrade wrote on Mon, 19 December 2005 21:54 Buggies are part of the Black Hand, a shitload of stuff causes crashing, the textures are horrible and pixelated, toilets are huge.

But I like the reflections on the silos in Facility.

Yeah, but I can't find those cacti anywhere in that room or level

Subject: Re: C&C Reborn is released!

Posted by [Nukelt15](#) on Tue, 20 Dec 2005 22:09:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

I wonder...do you still get kicked out of and squished by your own vehicle when you try to deploy or un-deploy it? Is the Jump-Jet infantry still just normal infantry that jumps higher? Can you still fall into Blue Hell while transitioning from the surface to "underground" and back again? Is there still crashing triggered by ordinary, simple actions?

Earth to Reborn: keep it in the oven until it's done. Nobody likes a half-baked cake.

Subject: Re: C&C Reborn is released!

Posted by [NeoSaber](#) on Tue, 20 Dec 2005 22:19:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

rm5248 wrote on Tue, 20 December 2005 16:49 Kanezor wrote on Tue, 20 December 2005 15:22 Quote:But Joseph Metcalfe, a professor of law at the University of Oregon and former federal prosecutor specializing in computer crimes, disagrees. "Federal law prohibits intentionally accessing a computer without authorization or in excess of authorization," he told In These Times. "It most certainly does not require hacking. If you access a government computer when you aren't supposed to and obtain information, you're potentially in violation of federal law. Simply because there's a weakness or security hole doesn't mean that exploiting that weakness isn't criminal. A burglar is guilty of burglary even if the front door is unlocked."

Excellent point.

It might have been an excellent point, if there wasn't a .txt in the alpha that pretty much says people can do whatever they want with it and even points out the files most people would want to take.

To use the quoted example, this is like someone leaving their house unlocked and then putting a sign in the window that says "Use what you want" and lists directions on where to find the valuable stuff in the house.

Subject: Re: C&C Reborn is released!
Posted by [PackHunter](#) on Tue, 20 Dec 2005 22:25:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Tue, 20 December 2005 09:02Fobby wrote on Mon, 19 December 2005 19:28Quoted the wrong post. Damn I hate this forum system.

Because you decided to quote a post, clicked the WRONG "quote" button, and even SAW the post you didn't mean to quote in the text box... you somehow blame the FORUM SYSTEM for your error? Get a clue, dude. Seriously.

Regarding this leak, I am not pleased. I will be discussing with Blazer regarding what we're going to do about this.

And for the ones who private messaged me on IRC things like "Is that the kind of user you want on the Renegade Public Forums? ... I hope you do the right thing this time." You are also welcome to board the bus to the clue factory. You think I'm just going to jump for joy when you are essentially posting "OMG how dare you allow people to post on a forum without moderating by hand each and every single post?" You think I'm going to take you seriously? Guess again.

Clue? Ass Crack should have been banned ages ago, when he first started flaming and messing up posts. Instead you decided to make him moderator in your IRC channel Really!! I have read only shit coming from him, and lots of it. If I was you I would have given him renguard, IRC and forums bans all over the place, ridding this comunity for good from this ass. I mean what if I started leaking BHS beta's like brenbot 1.42 or renguard server code for example? I'd bet i'd have a ban in no time...

Anyway, from what i can see from the pics this mod truely rocks and even this alpha should be way better then that amature stuff Ass Crack ever made.

Subject: Re: C&C Reborn is released!
Posted by [Renardin6](#) on Tue, 20 Dec 2005 22:47:22 GMT

nice weather today... No snow so far.

Subject: Re: C&C Reborn is released!

Posted by [NeoSaber](#) on Tue, 20 Dec 2005 23:03:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renardin6 wrote on Tue, 20 December 2005 17:47Do we allow people to use those files? NO.

Actually, yes, you did allow people when the file "character definitions.txt" was included in the alpha saying that anyone who found it was free to use what was inside. It even points out the names of the models and textures so people can easily find what they are looking for. Didn't you look at your own team's internal alpha? It says:

character definitions.txtCharacter Prefix Naming

Author: Joe Straterger (Exdeath7)

Date Started: August 16, 2005 Last Updated: August 17, 2005

Description: What is this? This is a basic reference for people digging around in our always.dat.

Basically made for easy

reference to the files of what the characters are labeled when I exported and compiled them. This contains the file

names of the w3d format of our character files and their textures in dds format. Great for people just looking to edit

textures to their own accord. Remember the W3D engine will read Texture files in either

Truevision Advanced Raster Graphics Adapter (TARGA) or Direct Draw Surface format (DDS).

Enjoy!

Global Defense Initiative:

Character Name:	File Name Prefix:	Texture00:	Texture01:
Texture02:	Texture03:		
GDI Light Infantry:	c_ag_gdi_inf.w3d	c_gdi_infantry	c_chromic*
GDI Engineer:	c_ag_gdi_eng.w3d	c_gdi_engineer	c_chromic*
c_gdi_repair	c_gdi_engpack		
GDI Bomb Specialist:	c_ag_gdi_bsp.w3d	c_gdi_bombspec	c_gdi_bombpack
c_chromic*			
GDI Officer	c_ag_gdi_info.w3d	c_gdi_officer	c_chromic*
GDI Commando:	c_ag_gdi_com.w3d	c_gdi_cando	c_gdi_candopack
c_chromic*			
Ghostalker	c_ag_gdi_stkr.w3d	c_gdi_ghostalker	
GDI Jumpjet	c_ag_gdi_jump.w3d	c_gdi_infantry	c_gdi_jumppack
c_chromic*			
GDI Medic	c_ag_gdi_med.w3d	c_gdi_medic	c_gdi_medicpack
c_chromic*			
Mutant	c_ag_gdi_mtn.w3d	c_gdi_mut	
GDI Rocket Soldier	c_ag_gdi_rckt.w3d	c_gdi_rocketssoldier	c_chromic*

GDI Tech	c_ag_gdi_tech.w3d	c_gdi_tech	c_gdi_techpack
c_chromic*			
Umagon	c_ag_gdi_uma.w3d	c_gdi_umagon	

*Note: Editing the c_chromic will change the effect of the glass on the gdi infantries glass textures, possibly disabling the specular lighting effect.

Brotherhood of Nod Character Name:	File Name Prefix:	Texture00:	Texture01:
Nod Light Infantry	c_ag_nod_inf.w3d	c_nod_infantry	
Nod Cyborg			
Nod flame trooper	c_ag_nod_flm.w3d	c_nod_flame	c_chromic
Nod Rocket Soldier	c_ag_nod_rckt.w3d	c_nod_rocket_infantry	
Nod Chamelon Spy	c_ag_nod_spy.w3d	c_nod_chamspy	
Nod Engineer	c_ag_nod_eng.w3d	c_nod_engineer	c_nod_repairarm
Nod Technician	c_ag_nod_tech.w3d	c_nod_tech	
Nod Sniper	c_ag_nod_snpr.w3d	c_nod_sniper	
Lillith Hespiax	c_ag_nod_lith.w3d	c_nod_lillith	
Nod Elite Cadre	c_ag_nod_cad.w3d	c_nod_nodelite	
Cyborg Commando			
Devils Demolisher	c_ag_nod_dem.w3d	c_devils_demolisher	
Kerumib	c_ag_nod_ker.w3d	c_nod_Kerumib	

I changed the spacing a little so it was easier for me to read.

Subject: Re: C&C Reborn is released!
 Posted by [Renardin6](#) on Tue, 20 Dec 2005 23:12:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: C&C Reborn is released!
 Posted by [Hav0c](#) on Tue, 20 Dec 2005 23:13:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

That only applies to team members seeing as it should only have been legally accessible to them in the first place.

Subject: Re: C&C Reborn is released!

Posted by [_ToXiN_](#) on Tue, 20 Dec 2005 23:17:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Uhhh, hold on there, if the file was INCLUDED with the 'mod' it would mean that only their internal testers and their team members would ever see that txt file unless someone leaked it. It looks like 'people' in that txt refers to a specific group (their testers&team) rather than the general public. Why? Since it was on their INTERNAL FORUM which you could only access I assume as a beta tester or a team member.

I mean common, it's kind of a redundant point that it invites EVERYONE to take it apart since it was on their internal forum which the public shouldn't be allowed to access in the first place. It's like saying I'd be allowed to take apart RenGuard if I suddenly happened upon a new and unreleased version of it, just because the readme included with the file I'm not supposed to have in the first place happens to be written in way that it assumes it'll only be read by Blackhand Studios.

Just my two cents on the matter.

Edit: This was aimed at NeoSaber.

Subject: Re: C&C Reborn is released!

Posted by [NeoSaber](#) on Tue, 20 Dec 2005 23:36:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Admittedly, one could interpret it in different ways.

Quote:This is a basic reference for people digging around in our always.dat

It refers to "people" (general populace) digging through "our" (team reference) stuff. To me, that says anyone who finds it can use it if they want to. Granted someone could make the argument "people" refers to the team/testers, but by my reading of it, the .txt does distinguish between the team and the rest of us when it refers to "people" poking around and then "our" files right after it.

This meaning may be unintended, but it does say people who find it can use it. I don't even know why someone would have a file like this in an internal alpha since its obviously meant for Reborn's official release. Without it, I might agree that "leaking" this was wrong, etc. With it though, it pretty much clears anyone who winds up with the mod, or passes it around.

My recommendation to Reborn (if they haven't done this yet): Hurry up and get the mod running separate from Renegade. Then your future 'internal tests' can take a format that would be useless to anyone who doesn't have your base mod.

Subject: Re: C&C Reborn is released!

Posted by [Sir Kane](#) on Tue, 20 Dec 2005 23:38:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renardin6 wrote on Tue, 20 December 2005 17:12Got it punk?
Please don't call NeoSaber punk or I will get angry and you can count on your shitty modification getting ownt big time.

Edit:
You better apologize shithole.

Subject: Re: C&C Reborn is released!
Posted by [Renardin6](#) on Tue, 20 Dec 2005 23:39:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: C&C Reborn is released!
Posted by [Sir Kane](#) on Tue, 20 Dec 2005 23:47:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Consider reborn as ownt.

Subject: Re: C&C Reborn is released!
Posted by [Kanezor](#) on Tue, 20 Dec 2005 23:48:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

NeoSaber wrote on Tue, 20 December 2005 13:22character definitions.txtCharacter Prefix Naming
Author: Joe Strateger (Exdeath7)
Date Started: August 16, 2005 Last Updated: August 17, 2005

Description: What is this? This is a basic reference for people digging around in our always.dat. Basically made for easy reference to the files of what the characters are labeled when I exported and compiled them. This contains the file names of the w3d format of our character files and their textures in dds format. Great for people just looking to edit textures to their own accord. Remember the W3D engine will read Texture files in either Truevision Advanced Raster Graphics Adapter (TARGA) or Direct Draw Surface format (DDS). Enjoy!

The .txt file pretty much screams "Pick the mod apart! I'll even tell you how!"

Just because it "screams" for you to pick it apart doesn't mean it gives permission to redistribute it. If I put up a sign behind my door with a map describing all of the areas of my house, it doesn't give

you permission to enter my house, even if I left the door unlocked.

Subject: Re: C&C Reborn is released!

Posted by [Crimson](#) on Wed, 21 Dec 2005 00:12:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Kanezor wrote on Tue, 20 December 2005 14:22

Crimson, I hate to tell you you're wrong, but Fobby is right -- these forums do suck ass. The quote button for the current post doesn't belong at the bottom of the current post: all other active forums that I have seen have the quote button for the current post at the top of the post. Not only that, but all other decent forums that I visit also have the person's profile info in a separate column, instead of the same column cluttering up post texts.

As for seeing the post he didn't mean to quote, that would be his fault for not pre-reading the quote.

smacks Fobby

Find me a forum written by a guy who has written a book on security in PHP apps, on the PHP bug team, that is free and has bugs fixed within hours, not weeks, not months, then we can talk. Truth is I could easily move the button wherever the hell I want to. But most people have an IQ higher than 75 and just find the button instead of mindlessly clicking wherever they THINK may be the right place. The mindless clickers are incidentally the same people who install spyware and viruses on their computers. But I digress.

Subject: Re: C&C Reborn is released!

Posted by [Renx](#) on Wed, 21 Dec 2005 00:17:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Most forums also have an option where to place the user info/avatar, it's just up to the site owner's personal preference. IPB and vB both have that option, so that arguement doesn't exactly hold that much weight.

Subject: Re: C&C Reborn is released!

Posted by [Whitedragon](#) on Wed, 21 Dec 2005 01:12:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

After playing this for a while i can say that most of the GDI stuff looks and works really good, however i saw a few things that should be fixed/changed.

The jumpjet needs a unique model/animation when its flying, preferably with flames coming out of the backpack. It's gun also seems a little too powerful, it can kill a stank in one clip.

The stank is weak as hell, low health, bad armor, and it cant fire sideways.
I think the engineer and technician are backwards, the free technician has lots of C4 while the costly engineer has none.
The ghoststalker railgun is weak, it needs to be faster and probably a little more powerful.
Alot of the weapon icons in the weapon list and current weapon slot were just green squares, however after switching weapons a few times this seemed to fix itself.

Im really looking forward to this mod, i hope you guys can get a small public beta or something out soon.

Subject: Re: C&C Reborn is released!
Posted by [JeepRubi](#) on Wed, 21 Dec 2005 01:59:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hmm, the jumpjet chrashes my game when i try to use it.

Subject: Re: C&C Reborn is released!
Posted by [Sniper_De7](#) on Wed, 21 Dec 2005 03:20:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Meh. Whatever.. I'll give it a rest at trying

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Wed, 21 Dec 2005 03:22:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Clue? Aircraftkiller should have been banned ages ago, when he first started flaming and messing up posts.

I've been doing that in these forums since 7 Febuary, 2001. I've only been banned once, by Cliff "Devinoch" Hicks, and that was simply for attacking someone he liked. I probably have the original e-mail somewhere around my computer.

Quote:Instead you decided to make him moderator in your IRC channel Really!!

News flash, newbie, I helped Crimson set up #n00bstories and have been in the channel since the day it was created. The only way she's going to ban me is if I really piss her off, and I'm sure that would entail attacking her in some form. I have nothing but deep respect for Crimson (Even if she doesn't support me at times, since I don't want asskissing friends) and I seriously doubt I'd ever do something that serious to her.

Quote:I have read only shit coming from him

I've only read shit coming from you, too! BAN!!@

Subject: Re: C&C Reborn is released!

Posted by [Hydra](#) on Wed, 21 Dec 2005 03:35:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renardin6 wrote on Tue, 20 December 2005

12:14<http://www.copyrightdepot.com/rep74/00038617.htm>

You can't be serious, can you?

You're making a modification of a game that's already been copyrighted. You're using key files from a copyrighted product in your program; you can't copyright those since they didn't belong to you in the first place.

That'd be like someone trying to copyright his own fan-made Star Wars story and claim the original Star Wars storyline as his.

Unless you create your own completely separate game on a completely original engine, your "copyright" means dick.

Subject: Re: C&C Reborn is released!

Posted by [genetix](#) on Wed, 21 Dec 2005 04:12:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hydra wrote on Tue, 20 December 2005 21:35Renardin6 wrote on Tue, 20 December 2005

12:14<http://www.copyrightdepot.com/rep74/00038617.htm>

You can't be serious, can you?

You're making a modification of a game that's already been copyrighted. You're using key files from a copyrighted product in your program; you can't copyright those since they didn't belong to you in the first place.

That'd be like someone trying to copyright his own fan-made Star Wars story and claim the original Star Wars storyline as his.

Unless you create your own completely separate game on a completely original engine, your "copyright" means dick.

No actually they are entitled to a copyright. The specific lines of code that they added completely on their own and are coded by them are their work. They are automatically considered copyrighted to them. That doesn't mean everything pertaining to the modification/game base is their property. That means both groups hold copyrights for their work.

If your design an aftermarket part for a dodge engine its not like that part can't be patented just because it's used on a dodge engine... If that were the case so many people would get sued in this world.

Their copyright stands for their work. EA games copyright stands for Westwood's work.

Subject: Re: C&C Reborn is released!

Posted by [NeoSaber](#) on Wed, 21 Dec 2005 04:17:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Sniper_De7 wrote on Tue, 20 December 2005 22:20 Besides you can't say he wasn't wrong to leak it. He knew Reborn wouldn't approve. Yet he did it anyways. Why don't you tell him to apologize? Is it because you know he doesn't care? Can't justify it by saying it wasn't specific enough.

Are you saying I leaked the Reborn alpha?

Subject: Re: C&C Reborn is released!

Posted by [Sniper_De7](#) on Wed, 21 Dec 2005 04:39:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, wasn't about you in that. the part of the approving would fit more into play if you're going to say a miniscule thing like reading "people" differently (when you know what it well meant) It really sounds like you're trying to justify it when you know the intentions

Subject: Re: C&C Reborn is released!

Posted by [NeoSaber](#) on Wed, 21 Dec 2005 04:54:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

I in no way believe that the .txt file was intended to apply just to members of the Reborn team. I just mentioned it could as a slim possibility.

Everything from the way "people" is used to the explanation of the texture file types Renegade can read indicates it's meant for the general population. There'd be no reason for Exdeath to write a "memo" reminding the Reborn team that Renegade only uses textures in a .tga or .dds format. They'd have to be incompetent beyond all human understanding for that to be the case, and my opinion of them is higher than that...

Subject: Re: C&C Reborn is released!

Posted by [Hydra](#) on Wed, 21 Dec 2005 04:57:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

genetix wrote on Tue, 20 December 2005 23:12No actually they are entitled to a copyright. The specific lines of code that they added completely on their own and are coded by them are their work. They are automatically considered copyrighted to them. That doesn't mean everything pertaining to the modification/game base is their property. That means both groups hold copyrights for their work.

If your design an aftermarket part for a dodge engine its not like that part can't be patented just because it's used on a dodge engine... If that were the case so many people would get sued in this world.

Their copyright stands for their work. EA games copyright stands for Westwood's work. You're still building that part with your own original concept and design. The purpose for which you created it is completely yours; you are not building off a concept owned and previously created by Dodge. The part and its design, purpose, concept, and intellectual property are originally yours. Therefore, you can patent it.

EA's copyright goes for everything C&C related--the units, the concept, the storyline, the name, everything. If you create a C&C-related modification for any game, you're using EA's copyrighted concept and storyline as a basis for your modification.

Remember StarCraft 2: Xel'Naga Vengeance? Blizzard shut them down for copyright infringements. Why? Because they were creating their own mod based on Blizzard's intellectual property on a competing game's engine.

The Reborn team is using EA's intellectual property to create their own mod based completely on a game copyrighted by EA. As you said the only things they could copyright having to do with the mod are the individual lines of code used in every single script in the game; in order for that to be legally binding, they would have to list all the lines they would want to copyright and ensure that the same lines are not used or copyrighted elsewhere. They cannot simply say "I want to copyright the entire mod called Reborn" because so much of it is based on the intellectual property of EA.

They could, of course, get around all that by completely dissociating everything with C&C, aside from the engine upon which it is based. Then they might be able to copyright it (even then, it'd still be dicey with it utilizing a C&C engine), but then it wouldn't be the Renegade->Tiberian Sun mod that "eevrywon whats 2 plai!!!"

Either way, Retardin's little "copyright" still means dick.

Subject: Re: C&C Reborn is released!

Posted by [Chronojam](#) on Wed, 21 Dec 2005 06:12:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renardin6 wrote on Tue, 20 December 2005 17:47 nice weather today... No snow so far.

Nice edit. Too bad Neo got you in a quote.

Renardin6 wrote on Tue, 20 December 2005 18:12

This too, "punk." SK gotcha this time.

Renardin6 wrote on Tue, 20 December 2005 18:39

Listen to this: stop posting if you're just going to edit away your posts and put useless spam that's neither topical nor thought-provoking as soon as somebody shoots your ideas down.

It's cool when you have a rebuttal or try to slide across a witty comment, but when all you do is end up editing your post to put a single smiley or ..comment about the weather, please spare us the effort of scrolling past your crap and don't make the post in the first place.

Subject: Re: C&C Reborn is released!

Posted by [Spice](#) on Wed, 21 Dec 2005 06:30:33 GMT

[View Forum Message](#) <> [Reply to Message](#)

NeoSaber wrote on Tue, 20 December 2005 18:03 Renardin6 wrote on Tue, 20 December 2005 17:47 Do we allow people to use those files? NO.

Actually, yes, you did allow people when the file "character definitions.txt" was included in the alpha saying that anyone who found it was free to use what was inside.

Actually no it does not.

"This is a basic reference".

It states that. That is what it is and nothing more.

Subject: Re: C&C Reborn is released!

Posted by [Goztow](#) on Wed, 21 Dec 2005 07:36:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

It was internal and should have staid that way. Now you guys just make sure that they won't give out any more internal testing in their forums and that what will come out, will be less tested. Way to go...

Also ACK, you of all people should know how much work gets in a total modification. You could respect that work and get on with your life in stead of releasing unfinished alpha tests to try and get Reborn's rep down.

Subject: Re: C&C Reborn is released!
Posted by [Sir Kane](#) on Wed, 21 Dec 2005 10:54:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

LOL Retardin did the thought as impossible: he went even more retarded.

Subject: Re: C&C Reborn is released!
Posted by [idebo](#) on Wed, 21 Dec 2005 10:56:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's not on MegaUpload anymore.

Subject: Surprise one ready
Posted by [Renardin6](#) on Wed, 21 Dec 2005 13:54:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, I asked for that.

Subject: Re: C&C Reborn is released!
Posted by [Aidoneus](#) on Wed, 21 Dec 2005 14:33:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

The funny thing is that Aircraftkiller only has the Alpha because one of your staff members leaked it to him.

Says alot about the integrity of your team, eh Renardin?

Subject: Re: C&C Reborn is released!
Posted by [Goztow](#) on Wed, 21 Dec 2005 15:32:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aidoneus wrote on Wed, 21 December 2005 09:33The funny thing is that Aircraftkiller only has the Alpha because one of your staff members leaked it to him.

Says alot about the integrity of your team, eh Renardin?
How sure are you that the people u trust won't put a figurative knife in your back? For people on the I'net is even way worse.

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Wed, 21 Dec 2005 16:05:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Because our team is made of people that get along with each other and would be good friends if we ever met in reality. We give each other no reason to betray the others' trust and as such, productivity and security stay high. We've only had about two leaks in the past three years, compared to Reborn; they've had over 10 to 20.

Subject: Re: C&C Reborn is released!

Posted by [Renardin6](#) on Wed, 21 Dec 2005 17:09:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

dum deeee dum.... BOOM HEADSHOT!

Quote:Leak is a bad thing, remember that.

<http://mods.moddb.com/4529/CC-Red-Alert-A-Path-Beyond/>

<http://mods.moddb.com/321/Renegade-Alert/>

"This mod is BANNED from the Mod DB for not abiding by our rules"

Subject: Re: C&C Reborn is released!

Posted by [Dave Mason](#) on Wed, 21 Dec 2005 17:53:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ouch.

Subject: Re: C&C Reborn is released!

Posted by [PackHunter](#) on Wed, 21 Dec 2005 18:00:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

pwnd

Subject: Re: C&C Reborn is released!

Posted by [Renx](#) on Wed, 21 Dec 2005 18:10:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Congratulation on breaking multiple rules in order to enforce one. This inconvenience will be easily avoided.

Subject: Re: C&C Reborn is released!

Posted by [Renardin6](#) on Wed, 21 Dec 2005 18:30:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

o rly?

After this leak, we can call you everything BUT not modders.
And INTense! and me discussed a lot.

I will quote something:

Quote:

R:mod leader of red alert a path beyond leaked my mod, would you delete them from moddb if I show you proof?

I:sure

R:thank you so much

<http://steppo.andfreeporn.net/misc/rebornrenalertspat.html> first proof

<http://www.renegadeforums.com/index.php?t=msg&th=18141&start=0&rid=1841> second proof

let it be known that those people are shame for moddb community and should be banned forever and their mod removed from moddb.

I:mod is banned

R:thank you man

even *something* is removing them.

I:i will speak to this guy too

R:u saw all the stuff?

insane bastard

U banned the 2 versions of his mod?

I:what 2 versions?

R:they have one for renegade

and one for bf2

see aircraftkiller profile

I:is the BF2 one a rip too?

R:well those aren't rip, juts the mods of aircraftkiller who leaked our work and so he shoudln't have the rights to be on moddb, he is a shame for the community

I:i cannot punish another mod, if he hasn't leaked anything

R:it's the same mod, using another engine

but as you wish. Thx for deleting renegade alert. this leak is a shame

I:i have banned both, will talk with mod teams and take action from there

R:Thank you.

I:how complete is the leaked copy?

R:the internal alpha 25b

but the worst is that they distribute our internal alpha on the web

they give the link trough chat and so on

I:was this leak, your identical mod, or did they change it and release as their own?

R:identical and they release

without our permission

so it's a leak

we work still hard and they won't stop us but they don't deserve to be on moddb or any cnc

website anymore
I: no i agree.
we will NEVER support anyone who harms the mod scene

so unless you magically go in the past and don't do the leak, you won't be able to change anything. As for what I posted on your moddb profiles, it was deserved and INTense! has no problem with it. You are leakers, you pay the price of your leak.

Shame on you.

Subject: Re: C&C Reborn is released!
Posted by [Sir Kane](#) on Wed, 21 Dec 2005 18:31:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

And now tell us which ModDB rule was broken.

Subject: Re: C&C Reborn is released!
Posted by [Renardin6](#) on Wed, 21 Dec 2005 18:33:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's common 'natural' rule in the world of modding to not steal or leak the work of another mod.

Every single modder knows that but wait, you are not.

Subject: Re: C&C Reborn is released!
Posted by [Renx](#) on Wed, 21 Dec 2005 18:36:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

The only thing I get from that is that you can't even understand your own conversations. He said he is going to talk with the mods in question, most likely meaning this decision is not final.

Not to mention the rules you broke when you decided to go about this. The two pages of harrasing spam in the mod profiles, you posted the link to the leaked alpha yourself, and unlike the rules recommend, you took your personal conflict into the public scene instead of keeping it private.

<http://misc.moddb.com/terms/>

Good job!

Subject: Re: C&C Reborn is released!
Posted by [Renardin6](#) on Wed, 21 Dec 2005 18:37:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

the link posted was already down you smart one. And insult the guy who leak my mod is tolerated

Yeah I did a good job, thank you. And it's not finished. he he

Anyway, have a nice day, tired of this topîc. Next surprise will arrive soon enough I think, no need to report it.

Subject: Re: C&C Reborn is released!
Posted by [NeoSaber](#) on Wed, 21 Dec 2005 18:42:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

EXdeath7 wrote on Wed, 21 December 2005 01:30
Actually no it does not.

"This is a basic reference".

It states that. That is what it is and nothing more.

Fair enough. I don't want to argue with the person who wrote it.

Subject: Re: C&C Reborn is released!
Posted by [Sir Kane](#) on Wed, 21 Dec 2005 18:50:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renardin6 wrote on Wed, 21 December 2005 13:33It's common 'natural' rule in the world of modding to not steal or leak the work of another mod.

Every single modder knows that but wait, you are not.
Too bad the ModDB terms of use don't contain that one so we got basically banned for no apparent reason so the ban should be lifted soon. And you'll probably be banned instead for the massive amount of spam, promoting your mod, harassing and taking it public; RenAlert: 0 rules broken - Reborn: 3/4 rules broken, depending if massive spam counts as rule breaking.

Subject: Re: C&C Reborn is released!
Posted by [Dave Mason](#) on Wed, 21 Dec 2005 18:56:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ouch!

Subject: Re: C&C Reborn is released!
Posted by [RTsa](#) on Wed, 21 Dec 2005 18:56:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow. Renarding sure did spam the Renegade Alert -thingy.

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Wed, 21 Dec 2005 19:35:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I:was this leak, your identical mod, or did they change it and release as their own?
R:identical and they release
without our permission

Anybody else reading this get the opinion that Renardin's choppy English convinced the guy that we stole/ripped Reborn and tried to redistribute it under two engines?

Every line seems to reinforce this idea. Why else would the uh, Intense! guy keep asking if it was ripped/identical/released?

Nobody's contacted me yet, I dunno about Aircraftkiller. I'd LOVE to have a chat with him.

Subject: Re: C&C Reborn is released!
Posted by [Kanezor](#) on Wed, 21 Dec 2005 20:19:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Chronojam wrote on Wed, 21 December 2005 13:35:I:was this leak, your identical mod, or did they change it and release as their own?
R:identical and they release
without our permission

Anybody else reading this get the opinion that Renardin's choppy English convinced the guy that we stole/ripped Reborn and tried to redistribute it under two engines?

No, only retarded people would get that idea. Even through Renardin's "choppy" english, I was able to understand the conversation fairly clearly.

Subject: Re: C&C Reborn is released!
Posted by [PackHunter](#) on Wed, 21 Dec 2005 21:09:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Funny, how some of you think they can somehow justify stealing somebody's hard work and making it public against their will... Trying to do so just makes you look like idiots even more.

Subject: Re: C&C Reborn is released!
Posted by [rm5248](#) on Wed, 21 Dec 2005 21:26:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Y'know, this forum would be a whole lot nicer if ACK didn't insist on being so immature...

EDIT: After thinking for a few minutes...

Quote:EA's copyright goes for everything C&C related--the units, the concept, the storyline, the name, everything. If you create a C&C-related modification for any game, you're using EA's copyrighted concept and storyline as a basis for your modification.

Remember StarCraft 2: Xel'Naga Vengeance? Blizzard shut them down for copyright infringements. Why? Because they were creating their own mod based on Blizzard's intellectual property on a competing game's engine.

I'm slightly confused here... Creating a Red Alert mod for Renegade is fine, but doing it for BF2 is not, because then you would be in violation of EA's copyright?

So if I made a mod for Renegade based off of Mario Kart 64, I would be in a violation of copyright?

Subject: Re: C&C Reborn is released!
Posted by [Coolrock](#) on Wed, 21 Dec 2005 21:42:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Good going Retardin

Subject: Re: C&C Reborn is released!
Posted by [Jokah](#) on Wed, 21 Dec 2005 21:51:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lol.

Subject: Re: C&C Reborn is released!
Posted by [Aprime](#) on Wed, 21 Dec 2005 22:04:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Renardin's a living joke, his stupidity is most likely the result of the Chernobyl incident. It may be even safe to assume that his the radiation he has absorbed during his childhood gave him brain cancer.

Subject: Re: C&C Reborn is released!
Posted by [Renardin6](#) on Wed, 21 Dec 2005 22:23:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

PackHunter wrote on Wed, 21 December 2005 16:09 Funny, how some of you think they can somehow justify stealing somebody's hard work and making it public against their will... Trying to do so just makes you look like idiots even more.

Subject: Re: C&C Reborn is released!
Posted by [Coolrock](#) on Wed, 21 Dec 2005 22:27:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Funny thing is, it came from someone on your own team

Subject: Re: C&C Reborn is released!
Posted by [Renx](#) on Wed, 21 Dec 2005 22:27:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I guess crimson was right, even the stupidest of people can find the quote button!

Subject: Re: C&C Reborn is released!
Posted by [Coolrock](#) on Wed, 21 Dec 2005 22:29:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just got banned from the Reborn forums

Subject: Re: C&C Reborn is released!
Posted by [Renardin6](#) on Wed, 21 Dec 2005 22:41:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Coolrock wrote on Wed, 21 December 2005 16:27 Funny thing is, it came from someone on your own team

Darkangel gave the password to ack, at that time he wasn't on our team anymore, he left just before. Funny that you don't know what you are talking about.

Subject: Re: C&C Reborn is released!
Posted by [Coolrock](#) on Wed, 21 Dec 2005 22:45:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Did you ever think to take him off your staff forums before putting the download up?

Subject: Re: C&C Reborn is released!

Posted by [Renardin6](#) on Wed, 21 Dec 2005 22:53:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

You don't know shit, this file was up and protected before darkangel leaves. The password was on internal board, now use your brain smart one...

Subject: Re: C&C Reborn is released!

Posted by [Coolrock](#) on Wed, 21 Dec 2005 23:00:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Right, and he gave the password AFTER he left

You never took him off your staff forums

GG

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Wed, 21 Dec 2005 23:02:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

It wasn't protected if you didn't remove his access, you moron...

Subject: Re: C&C Reborn is released!

Posted by [bali](#) on Wed, 21 Dec 2005 23:21:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

What else is new?

You guys need to move on, so perhaps these forums aren't so infantile.

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Wed, 21 Dec 2005 23:28:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Guess what, asshole, you're just as infantile as you accuse anyone else of being. The second you participate in threads like this, even to try and pretend you're better than someone (In this particular case, you're nowhere near "adult" or whatever the fuck you were trying to talk about)

you become what you pretend to despise.

Shut the fuck up and sit the fuck down, you dumbass newbie.

Subject: Re: C&C Reborn is released!
Posted by [Coolrock](#) on Wed, 21 Dec 2005 23:30:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller - 1

Bali - 0

Subject: Re: C&C Reborn is released!
Posted by [bali](#) on Wed, 21 Dec 2005 23:40:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Wed, 21 December 2005 17:28: Guess what, asshole, you're just as infantile as you accuse anyone else of being. The second you participate in threads like this, even to try and pretend you're better than someone (In this particular case, you're nowhere near "adult" or whatever the fuck you were trying to talk about) you become what you pretend to despise.

Shut the fuck up and sit the fuck down, you dumbass newbie. It isn't very mature or "adult", as you put it, to swear at someone you don't know?

Please tell me your definition of "adult". If we're going to be opinionated here, I can always tell you about beloved tourettes syndrome!

The violins are playing, Aircraftkiller.
You're a very egocentric person.

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Wed, 21 Dec 2005 23:47:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

Perhaps it isn't egocentric as it is being sick of snobby assholes like you who think they're better than others because they're new to a forum and don't participate in online debates or arguments. Instead of that, you just sink to your own pathetic level of being an asshole; you end up being the kind of guy who only pops in to speak his mind for a moment, afraid of the consequences of doing so.

There is no tourette's syndrome in my reply. I, simply put, dislike you terribly and believe you're

the worst kind of coward: The kind of guy who's afraid of people online. You can assume I have an ego because I don't like you, however to believe that it would mean you would be the one with the ego here... And I hope it's bruised pretty well.

Subject: Re: C&C Reborn is released!

Posted by [m1a1_abrams](#) on Thu, 22 Dec 2005 00:10:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'll tell you what's a coward. You treat people like shit online, but when someone attacks your behaviour, you always fall back on the same bullshit... that is "but I'm nice in real life! it's just the internet!" So tell me something, what makes people you'll never meet any less deserving of your empathy? That's right, nothing. The only difference is that you'll never meet them and you can say what you like without facing consequences. That's a coward. You're a hateful shit and he probably is better than you. He'd have a hard time being any worse.

Subject: Re: C&C Reborn is released!

Posted by [Lijitsu](#) on Thu, 22 Dec 2005 00:13:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

m1a1_abrams wrote on Wed, 21 December 2005 19:10 I'll tell you what's a coward. You treat people like shit online, but when someone attacks your behaviour, you always fall back on the same bullshit... that is "but I'm nice in real life! it's just the internet!" So tell me something, what makes people you'll never meet any less deserving of your empathy? That's right, nothing. The only difference is that you'll never meet them and you can say what you like without facing consequences. That's a coward. You're a hateful shit and he probably is better than you. He'd have a hard time being any worse.

I don't think anyone can top that. Me being the first one to quote, I have the right to say this:
Owned.

Subject: Re: C&C Reborn is released!

Posted by [bali](#) on Thu, 22 Dec 2005 00:16:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 22 December 2005 00:47 Perhaps it isn't egocentric as it is being sick of snobby assholes like you who think they're better than others because they're new to a forum and don't participate in online debates or arguments. Instead of that, you just sink to your own pathetic level of being an asshole; you end up being the kind of guy who only pops in to speak his mind for a moment, afraid of the consequences of doing so.

There is no tourette's syndrome in my reply. I, simply put, dislike you terribly and believe you're

the worst kind of coward: The kind of guy who's afraid of people online. You can assume I have an ego because I don't like you, however to believe that it would mean you would be the one with the ego here... And I hope it's bruised pretty well. Do I even know you?

How can you make such assumptions! Of course i'm better than you!

I do read these forums quite often, your majesty, but do you put post count in front of everything? Your five thousand plus posts means you obviously win against a no poster. I also obviously don't know that your signature once bragged, long ago, about being the ONLY person to have a map released in the latest official renegade patch. Doesn't everyone love Glacier? I sure do!

I'm very afraid . Especially on public forums.

Subject: Re: C&C Reborn is released!

Posted by [FMhalo](#) on Thu, 22 Dec 2005 00:23:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol just ignore him, he's just mad because renalert got owned.

Subject: Re: C&C Reborn is released!

Posted by [Freak](#) on Thu, 22 Dec 2005 00:45:15 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Wed, 21 December 2005 16:28Guess what, asshole, you're just as infantile as you accuse anyone else of being. The second you participate in threads like this, even to try and pretend you're better than someone (In this particular case, you're nowhere near "adult" or whatever the fuck you were trying to talk about) you become what you pretend to despise.

Shut the fuck up and sit the fuck down, you dumbass newbie.

is your only comeback calling a person a newbie? guess what, asshole, just because youve been around for years and years doesnt mean that you can boss everyone around, you made the mistake of making this whole fucking thing public, and you payed for it, so stop whining. "Pretend your better than someone" yea thats a real good one, ACK, please come back to reality, thats like your entire life, you think your all powerful just cuz your making a mod, well guess what, your not, so next time, try to come up with a reasonable, thought out response that doesnt include guessing what a persons personality is like when you dont even fucking know them. That is if your brain can handle it.

Subject: Re: C&C Reborn is released!

Posted by [Spice](#) on Thu, 22 Dec 2005 00:50:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Darnangel was left on the internal boards because we wanted him there. We wanted him there for

the same reason Permagrain is there.

We had no idea he was going to give Aircraftkiller his User and Password.

Subject: Re: C&C Reborn is released!
Posted by [FMhalo](#) on Thu, 22 Dec 2005 00:56:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Asscrackfiller*

Subject: Re: C&C Reborn is released!
Posted by [Lijitsu](#) on Thu, 22 Dec 2005 01:01:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

FMhalo wrote on Wed, 21 December 2005 19:56Overusedstupidchangetosomeone'snickname*
Fixed.

Subject: Re: C&C Reborn is released!
Posted by [Aprime](#) on Thu, 22 Dec 2005 03:12:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

FMhalo wrote on Wed, 21 December 2005 19:56Asscrackfiller*

Oh wow, that's so clever.

SO CLEVER THAT I'M QUESTIONING MY RELIGIOUS BELIEFS RIGHT NOW!!!

Subject: Re: C&C Reborn is released!
Posted by [Freak](#) on Thu, 22 Dec 2005 03:20:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Comrade wrote on Wed, 21 December 2005 21:12FMhalo wrote on Wed, 21 December 2005
19:56Asscrackfiller*

Oh wow, that's so clever.

SO CLEVER THAT I'M QUESTIONING MY RELIGIOUS BELIEFS RIGHT NOW!!!

hey man, sure as hell beats your "renardins stupidity caused chernobyl" post

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Thu, 22 Dec 2005 03:28:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:I'll tell you what's a coward. You treat people like shit online, but when someone attacks your behaviour, you always fall back on the same bullshit... that is "but I'm nice in real life! it's just the internet!"

I rarely do that. My usual rebuttal is that everyone treats each other like shit online, and that calling me out on it is contradictive since you're treating me like shit just like you say I treat others the same way. What makes you any better than me?

Quote:So tell me something, what makes people you'll never meet any less deserving of your empathy? That's right, nothing.

I don't recall you being able to speak for me. If I don't like someone, I'll treat them mean just like you or anyone else would. I love it when people like you respond to this and treat it like a federal case because it provides an interesting study into the human psyche. The torments of existence weighed against the horror of non-being and all that jazz.

Quote:The only difference is that you'll never meet them and you can say what you like without facing consequences. That's a coward. You're a hateful shit and he probably is better than you. He'd have a hard time being any worse.

If I saw you in real life, and I didn't like you; I guarantee I'd call you any number of things and probably attack you if given enough reason. I'm glad I offended your delicate sensibility, at least now you're exposing yourself to be no different than you claim I am.. Congratulations.

Subject: Re: C&C Reborn is released!

Posted by [Aprime](#) on Thu, 22 Dec 2005 03:39:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

Freak wrote on Wed, 21 December 2005 22:20

hey man, sure as hell beats your "renardins stupidity caused chernobyl" post

It took me less time to formulate that one than it took him to type "Asscrackfiller", which is something that someone else came up with a while ago.

Besides, It could be true... I mean, Belgium's pretty close from the area that was affected during/after (depends on how you see it) the incident.

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Thu, 22 Dec 2005 03:43:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:I'll tell you what's a coward. You treat people like shit online, but when someone attacks

your behaviour, you always fall back on the same bullshit... that is "but I'm nice in real life! it's just the internet!"

I rarely do that. My usual rebuttal is that everyone treats each other like shit online, and that calling me out on it is contradictive since you're treating me like shit just like you say I treat others the same way. What makes you any better than me?

Quote:So tell me something, what makes people you'll never meet any less deserving of your empathy? That's right, nothing.

I don't recall you being able to speak for me. If I don't like someone, I'll treat them mean just like you or anyone else would. I love it when people like you respond to this and treat it like a federal case because it provides an interesting study into the human psyche. The torments of existence weighed against the horror of non-being and all that jazz.

Quote:The only difference is that you'll never meet them and you can say what you like without facing consequences. That's a coward. You're a hateful shit and he probably is better than you. He'd have a hard time being any worse.

If I saw you in real life, and I didn't like you; I guarantee I'd call you any number of things and probably attack you if given enough reason. I'm glad I offended your delicate sensibility, at least now you're exposing yourself to be no different than you claim I am.. Congratulations.

Quote:is your only comeback calling a person a newbie? guess what, asshole, just because youve been around for years and years doesnt mean that you can boss everyone around, you made the mistake of making this whole fucking thing public, and you payed for it, so stop whining.

I know you're not very intelligent, Freak. I don't blame you for that, it's probably the fault of your parents or some other outside influence. I did state more than one reason for an insult, beyond "newbie", but you missed that completely. Read my posts again if you want to.

I didn't make any mistake, actually. I wanted this to be public, since Reborn's lies needed to be exp0sed. People like you, who are idiots, feed off their bullshit that they constantly post. They show you a few flashy videos that have no real content to them, and you're back in the trough eating their shit like pigs again. There was no whining here, my dearest moron... Just attacking those who have attacked me. But I guess that makes you a whiner if we go by your standards of whining, right? Nevermind, I do blame you for being an idiot; you seem to have no grasp on simple concepts like that. I bet you probably have issues clicking that quote button just like your other buddy did.

Quote:Pretend your better than someone" yea thats a real good one, ACK, please come back to reality, thats like your entire life, you think your all powerful just cuz your making a mod, well guess what, your not, so next time, try to come up with a reasonable, thought out response that doesnt include guessing what a persons personality is like when you dont even fucking know them. That is if your brain can handle it.

Great job, you idiot. You managed to completely contradict yourself in the same poorly written, run-on, sentence. I shouldn't even have to explain this one, I'm giving you enough credit to think

you'll be able to understand why I highlighted those two parts for you.

Quote:Do I even know you?

How can you make such assumptions! Of course i'm better than you!

I suppose you are, if by that you mean you're better than me at poorly written sarcasm.

Quote:I do read these forums quite often, your majesty, but do you put post count in front of everything? Your five thousand plus posts means you obviously win against a no poster. I also obviously don't know that your signature once bragged, long ago, about being the ONLY person to have a map released in the latest official renegade patch. Doesn't everyone love Glacier? I sure do!

I never mentioned a post count, you were the only person in this thread to mention such a thing.

Quote:How can you make such assumptions!

I didn't brag, either - I stated a fact. I am the only person who's ever worked for WS outside of their studio and had a fan-made creation put into any of their games. Of course it'll sound like bragging when you've done nothing yourself.

Subject: Re: C&C Reborn is released!
Posted by [TheGunrun](#) on Thu, 22 Dec 2005 03:45:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol

Subject: Re: C&C Reborn is released!
Posted by [Hydra](#) on Thu, 22 Dec 2005 04:28:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

rm5248 wrote on Wed, 21 December 2005 16:26I'm slightly confused here... Creating a Red Alert mod for Renegade is fine, but doing it for BF2 is not, because then you would be in violation of EA's copyright?

It'd be perfectly alright to make it for BF2 since BF2 is another EA product. You can't say you came up with the idea of C&C in the first place, nor can you try to copyright whatever material you make for the mod since it's for an EA product based of EA's copyrighted intellectual property.

Quote:So if I made a mod for Renegade based off of Mario Kart 64, I would be in a violation of copyright?

As long as you give credit to Nintendo for creating the Mario Kart concept in the first place; Nintendo doesn't have a problem with you creating a mod based off its copyrighted intellectual material for a competing company's game engine; and you don't try to copyright your material, you

wouldn't be violating anything.

Just like Blizzard did with Xel'Naga Vengeance, if Nintendo had a problem with a Mario Kart mod for a competing company's game engine like EA's Renegade, Nintendo could shut the mod down.

Now, the mod team could go the route of changing the mod's name as well as every little aspect of it that resembles Mario Kart 64 and get around any copyright violations, but then it wouldn't be a Mario Kart 64 mod.

Retarded6 could try copyrighting Reborn if he changed every aspect of the game that closely resembles Tiberian Sun. Even then it would get dicey with the fact that he isn't creating this mod for his own original game engine; he'd still be using EA's copyrighted property as a major part of his mod.

Nevertheless, his "copyright" still means dick.

Subject: Re: C&C Reborn is released!

Posted by [Freak](#) on Thu, 22 Dec 2005 04:39:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:I didn't make any mistake, actually. I wanted this to be public, since Reborn's lies needed to be exp0sed. People like you, who are idiots, feed off their bullshit that they constantly post. They show you a few flashy videos that have no real content to them, and you're back in the trough eating their shit like pigs again. There was no whining here, my dearest moron... Just attacking those who have attacked me. But I guess that makes you a whiner if we go by your standards of whining, right? Nevermind, I do blame you for being an idiot; you seem to have no grasp on simple concepts like that. I bet you probably have issues clicking that quote button just like your other buddy did.

lies? wow you must be extremely confused my friend, but just to clarify it, could you explain to me, and for that matter this entire community, when the Reborn staff ever said that it was complete? They never said anything about completion, they were merely showing a video of what is done so far notice they didnt include the wolverine, titan, etc, because THEY ARE NOT DONE so, you better start thinking of a new response, one that doesnt include falsities such as accusing reborn of lying. Oh, and by the way, their assumptions on the release date arent lies, so dont try to pull that one off.

Hey, im not the one who advertises thier opponents mod by leaking it, maybe you should read some of the peoples posts and you will see that many people enjoy it. Also, what is with you and perfection? You play Reborn in its alpha stage and then go on insulting bugs, errors, etc? What the hell is wrong with you? Not only that but you have the guts to say that the reload animations are ripped off of Renegade? Well at least they HAVE reload animations! So, next time, please at least make an attempt to come up with something reasonable to say, I'm begging you, at least make it hard for me to think of something to say, your putting me to sleep at the moment.

Subject: Re: C&C Reborn is released!
Posted by [genetix](#) on Thu, 22 Dec 2005 04:59:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you ignore everyone's post count and AK's massive ego for one second here... I think the newbies are winning

Good job newbies, I don't have much time to read over the posts here or go on bitching at AK but you guys are doing a good job.

AK, go die. You should have been banned from here a long time ago. I guarantee you that if Westwood still ran these forums you would have been gone a while ago. You're just lucky enough to have a good friend who owns these forums.

Infact, I'm amazed this thread hasn't been locked and deleted.

Subject: Re: C&C Reborn is released!
Posted by [Hydra](#) on Thu, 22 Dec 2005 05:10:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why ban? Look at how much activity it has generated! Around 4 or 5 new people registered here just in response to Aircraftkiller!

Just like how a good-old protest of a television show or something will make that show's ratings skyrocket because everyone wants to see what will happen on it.

Let Aircraftkiller do his thing; it obviously spurs people to joining and generates a lot of forum activity. Besides, who does it hurt?

Who else would raise our ratings if we didn't have good-old Aircraftkiller here to stir things up a bit?

Subject: Re: C&C Reborn is released!
Posted by [PointlessAmbler](#) on Thu, 22 Dec 2005 05:11:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

TheGunrun wrote on Wed, 21 December 2005 22:45lol

I couldn't agree more.

Subject: Re: C&C Reborn is released!
Posted by [Freak](#) on Thu, 22 Dec 2005 05:15:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hydra wrote on Thu, 22 December 2005 00:10Why ban? Look at how much activity it has

generated! Around 4 or 5 new people registered here just in response to Aircraftkiller!
Just like how a good-old protest of a television show or something will make that show's ratings skyrocket because everyone wants to see what will happen on it.

Let Aircraftkiller do his thing; it obviously spurs people to joining and generates a lot of forum activity. Besides, who does it hurt?

Who else would raise our ratings if we didn't have good-old Aircraftkiller here to stir things up a bit?

despite how much i hate ack i have to agree with you

Subject: Re: C&C Reborn is released!

Posted by [GDIrish](#) on Thu, 22 Dec 2005 05:29:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

I felt like I needed to join after prolonged reading of this entertaining thread.

I'll reply to the most recent posts, those done by Freak and Genetix.

Freak: Firstoff, the Wolverine WAS in the Alpha. Secondly, no, they never did say it was complete. Everyone KNOWS its not complete, hence "alpha." ...And if THAT is what is only done so far... So, what we've got is a wolverine with bugs, a bad buggy, a couple harvesters, glitchy models in which some were so bad they werent even used(Nod Rocket), an ion cannon beacon(which is renegades), overpowered units, buildings you can drive on, bad ghost stalker weapon, reused renegade sounds... what else. Can't tell, as I only got that from the video. Titan didnt even make it into the video.

Reborn's release dates aren't a for certain. No release date is a for certain if you've still got a lot of work to do.

Aircraftkiller, I believe, was insulting the fact that it was buggy because they used it in videos. I mean, would Verison Wireless show off a fourth done cell phone and plan to go with it, and pass it off like it was great? I don't think so.

Another part; Reload Animations. They weren't implemented into RenAlert due to what I believe was a time constraint(could be wrong). At least they dont have a wide wave(GDI Rocket Launcher) and reused animations.(Rail Gun)

Genetix! Why does it matter? If the newbies are "winning," why take away their fun?

It seems like you have a personal agenda against Aircraftkiller there, what with the links in your profile, so I can also assume you've never really liked Aircraftkiller in the first place.

And why do people still talk on Westwood's behalf? For all you know, it could be YOU that would be banned for being an insufferable idiot at some point in time.

My own opinion: Aircraftkiller obtained the Alpha from a source inside Reborn. Its the source's

fault for the leak, blame the source. I'll put this into everyday terms. Person A gives documents to a Law Firm. The Law Firm gives the documents to Person B without Person A's permission. Who is at fault? The Law Firm.

And since I do not own a PC of my own, I could not play the Alpha myself, and therefore could not come up with my own opinion on the actual gameplay. What I saw was a small snow map with overpowered units, a few bug problems, some texture issues, weapon issues, and lacking any really interesting vehicles(titan, etc)

Subject: Re: C&C Reborn is released!
Posted by [Freak](#) on Thu, 22 Dec 2005 05:40:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote: Buggy wasn't blocked, sloth wanted to try to go on top of barr, he failed.

just to clear that up (quote from renardin on the reborn forums)

yes i know that everyone knows its not complete, but im just saying ACK is making criticisms as if it shouldnt have any bugs at all

Subject: Re: C&C Reborn is released!
Posted by [GDIrish](#) on Thu, 22 Dec 2005 05:45:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, for one, its not very cool to show off half done stuff... At ANY point in time. I draw concepts, do I show off half the drawing? No.

And the buggy still got up on the barracks, so that needs to be fixed. No vehicle should be able to get ON TOP or ON THE SIDE of a building.

Subject: Re: C&C Reborn is released!
Posted by [Renx](#) on Thu, 22 Dec 2005 05:54:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hydra wrote on Thu, 22 December 2005 00:28

Quote: So if I made a mod for Renegade based off of Mario Kart 64, I would be in a violation of copyright?

As long as you give credit to Nintendo for creating the Mario Kart concept in the first place; Nintendo doesn't have a problem with you creating a mod based off its copyrighted intellectual material for a competing company's game engine; and you don't try to copyright your material, you wouldn't be violating anything.

That's wrong. You would need specific permission from Nintendo to use the material. For example they could let you make the mod and use the characters from the game, but not allow you to use

the correct Nintendo specific names. The bottom line is the creator of the game the mod is being made on will be potentially making money off of Nintendo's ideas and material. Simply giving credit just doesn't cut it in the modding world anymore.

I'm not sure if this actually applies here, I just felt that I should correct that.

Subject: Re: C&C Reborn is released!
Posted by [Freak](#) on Thu, 22 Dec 2005 05:55:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

GDIrish wrote on Wed, 21 December 2005 23:45Well, for one, its not very cool to show off half done stuff... At ANY point in time. I draw concepts, do I show off half the drawing? No.

And the buggy still got up on the barracks, so that needs to be fixed. No vehicle should be able to get ON TOP or ON THE SIDE of a building.

yea but they are DONE with the infantry

is there something about there were no blockers you dont understand? it an be easily explained

Subject: Re: C&C Reborn is released!
Posted by [GDIrish](#) on Thu, 22 Dec 2005 06:03:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

It doesn't matter, it shouldn't be left out even if it IS an Alpha.

Subject: Re: C&C Reborn is released!
Posted by [PaRaDoX](#) on Thu, 22 Dec 2005 06:19:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ya you know what Reborn does suck. i mean shit tick tanks dont work at all

hell they even run you over.....

oh wait this is not 2003 is it? and this is not the new Reborn ether. why do you still rag on and on about the old reborn? we all know it sucked but why rag on the new one that has not even had a public beta yet?

Subject: Re: C&C Reborn is released!
Posted by [bali](#) on Thu, 22 Dec 2005 06:20:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:I suppose you are, if by that you mean you're better than me at poorly written sarcasm. Because you're just the grammar king, huh? Correcting people's posts and all. If I do recall, you aren't perfect.

Quote:If I saw you in real life, and I didn't like you; I guarantee I'd call you any number of things and probably attack you if given enough reason.

This should help you, Mr. Grammar! <http://www.accd.edu/nvc/areas/owl/semicolonusage.htm>

And by the way, Aircraftkiller: You calling me a "newb", was your implication of post count. /duh

edit: URL

Subject: Re: C&C Reborn is released!

Posted by [pig2cat](#) on Thu, 22 Dec 2005 09:34:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

why is everyone being so "assholish" against eachother here?!

Subject: Re: C&C Reborn is released!

Posted by [Scythar](#) on Thu, 22 Dec 2005 10:44:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

pig2cat wrote on Thu, 22 December 2005 04:34why is everyone being so "assholish" against eachother here?!

It's pretty much the only interesting and funny thing left to do
Everything even remotely Renegade-related has been discussed at least twice already. I may not like it either, but as stated above, it does create some action in here, and that's never bad.

Subject: Re: C&C Reborn is released!

Posted by [Ma1kel](#) on Thu, 22 Dec 2005 12:00:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

genetixAK, go die. You should have been banned from here a long time ago. I guarantee you that if Westwood still ran these forums you would have been gone a while ago. You're just lucky enough to have a good friend who owns these forums.

Infact, I'm amazed this thread hasn't been locked and deleted.

Subject: Re: C&C Reborn is released!

Posted by [Dave Mason](#) on Thu, 22 Dec 2005 12:15:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hydra wrote on Thu, 22 December 2005 05:10 Why ban? Look at how much activity it has generated! Around 4 or 5 new people registered here just in response to Aircraftkiller! Just like how a good-old protest of a television show or something will make that show's ratings skyrocket because everyone wants to see what will happen on it.

Let Aircraftkiller do his thing; it obviously spurs people to joining and generates a lot of forum activity. Besides, who does it hurt?

Who else would raise our ratings if we didn't have good-old Aircraftkiller here to stir things up a bit?

Amen brother!

Subject: Re: C&C Reborn is released!
Posted by [punkun21](#) on Thu, 22 Dec 2005 12:58:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://mods.moddb.com/321/Renegade-Alert/>

Subject: Re: C&C Reborn is released!
Posted by [lolreborn](#) on Thu, 22 Dec 2005 13:12:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

Edit'd

Subject: Re: C&C Reborn is released!
Posted by [Aidoneus](#) on Thu, 22 Dec 2005 13:35:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

rofl

Subject: Re: C&C Reborn is released!
Posted by [Dave Mason](#) on Thu, 22 Dec 2005 14:27:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

lolreborn wrote on Thu, 22 December 2005 13:12 This should keep things interesting.

Why register a new name Bandie?

Subject: Re: C&C Reborn is released!
Posted by [idebo](#) on Thu, 22 Dec 2005 14:38:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

lolreborn wrote on Thu, 22 December 2005 07:12 This should keep things interesting.
Aint downloading nothing. 0.0%

Subject: Re: C&C Reborn is released!
Posted by [lolreborn](#) on Thu, 22 Dec 2005 14:51:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote: Why register a new name Bandie?

The thread was getting boring. Oh well.

Subject: Re: C&C Reborn is released!
Posted by [sniper12345](#) on Thu, 22 Dec 2005 17:43:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hydra wrote on Thu, 22 December 2005 00:10 Why ban? Look at how much activity it has generated! Around 4 or 5 new people registered here just in response to Aircraftkiller! Just like how a good-old protest of a television show or something will make that show's ratings skyrocket because everyone wants to see what will happen on it.

Let Aircraftkiller do his thing; it obviously spurs people to joining and generates a lot of forum activity. Besides, who does it hurt? Who else would raise our ratings if we didn't have good-old Aircraftkiller here to stir things up a bit?

asskisser

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Thu, 22 Dec 2005 18:55:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

PaRaDoX wrote on Thu, 22 December 2005 01:19 Ya you know what Reborn does suck. i mean shit tick tanks dont work at all
http://i25.photobucket.com/albums/c66/PaRaDoX_seal/lol.jpg
hell they even run you over.....
oh wait this is not 2003 is it? and this is not the new Reborn ether. why do you still rag on and on about the old reborn? we all know it sucked but why rag on the new one that has not even had a public beta yet?

We are discussing the new one, where the hell have you been for the last 7 pages?

Subject: Re: C&C Reborn is released!
Posted by [Freak](#) on Thu, 22 Dec 2005 20:10:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol y the hell would we be disscussing the old reborn

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Thu, 22 Dec 2005 20:52:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:genetix

AK, go die. You should have been banned from here a long time ago.

Telling me to go die is worth being banned more than harassing simpletons like you is. I hope you never complain about people being assholes, because telling someone that they need to go die is almost as bad as trying to go do it yourself. But of course, your delicate sensibilities were offended so that makes any and all sort of retaliation okay, right? Maybe you'll learn the difference between annoying someone to get a reaction and actually having the hatred in your heart to wish death upon someone.

Quote:I guarantee you that if Westwood still ran these forums you would have been gone a while ago. You're just lucky enough to have a good friend who owns these forums.

I was only banned once in these forums when WS ran them for three years. Crimson has ran them about two years and I haven't been banned, either. Your argument is retarded, at best.

Quote:Infact, I'm amazed this thread hasn't been locked and deleted.

Ever think Crimson hates Reborn too?

Subject: Re: C&C Reborn is released!
Posted by [bandie63](#) on Thu, 22 Dec 2005 21:18:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

I certainly think an admin should be unbiased.

Subject: Re: C&C Reborn is released!
Posted by [Freak](#) on Thu, 22 Dec 2005 21:25:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

yea, they should, but they arent, which sux quite a bit

Subject: Re: C&C Reborn is released!

Posted by [warranto](#) on Thu, 22 Dec 2005 22:23:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

Heh, the only reason I haven't locked this yet is because it's too amusing. What will happen next? Who will be the next to say or do something that is highly entertaining? So far there have been no disappointments in the amusements that come from both sides of the argument.

Subject: Re: C&C Reborn is released!

Posted by [Crimson](#) on Thu, 22 Dec 2005 22:39:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't hate Reborn... Nor do I hate RenAlert. I'm not siding with anyone. I will be hosting RenAlert since they lost their hosting, but I'd host Reborn if I were asked, too.

Subject: Re: C&C Reborn is released!

Posted by [genetix](#) on Thu, 22 Dec 2005 22:52:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Thu, 22 December 2005 16:39: I don't hate Reborn... Nor do I hate RenAlert. I'm not siding with anyone. I will be hosting RenAlert since they lost their hosting, but I'd host Reborn if I were asked, too.

This is why I noted you as being one of AK's good friends. Although I still think this thread should be locked and deleted for Reborn's sake(if they want it to be atleast).

As for AK's reply to my post. The reason I said that is because you abuse your resources more then you make good use of them. In todays world we have the privlidge of things like internet. People try to make life enjoyable by making modifications for games. Then you come out for no reason other then your personal feelings and expose a mod's work. What benefit does this whole ordeal give to the community? As far as I have seen nothing. Reborn is getting nothing positive out of this. The only good thing the community is getting is possibly one more mod that was run by a rude and unconsiderate producer being slowed down.

You intended on nothing good coming from this. That is why I disrespect you. You do this just to be an asshole and try to prove your worthless point.

As for the other guy who replied to my earlier post on page 7 I think it was. I wasn't speaking for westwood in that post. I was saying from experience running communities that most administrators/moderators wouldn't tolerate this behaviour from a member. Whether Crimson does or not is her/the renforums staff decision. All I'm saying is that Westwood would have most likely banned him a while ago.

Subject: Re: C&C Reborn is released!
Posted by [PaRaDoX](#) on Thu, 22 Dec 2005 23:06:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Chronojam wrote on Thu, 22 December 2005 13:55 We are discussing the new one, where the hell have you been for the last 7 pages?
he is so bent up on the old one he wont let the new one alone so he trys to get everyone to belive this is the newist one thats out and thats what it will be once it is done jest becuse the old one sucked doesnt mean this one is going to

Subject: Re: C&C Reborn is released!
Posted by [Cybie1111](#) on Thu, 22 Dec 2005 23:11:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

internet problems..

Subject: Re: C&C Reborn is released!
Posted by [Aidoneus](#) on Thu, 22 Dec 2005 23:14:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

genetix wrote on Thu, 22 December 2005 16:52 What benefit does this whole ordeal give to the community? As far as I have seen nothing. Reborn is getting nothing positive out of this.

It benefits the community because it stops you getting your hopes up. It shows you that Reborn has been lying to you all along about how much they have finished. If it takes them a year to get some infantry, some vehicles, and a model from Renegade in, how long is it going to take them to make a complete total conversion?

Subject: Re: C&C Reborn is released!
Posted by [Cybie1111](#) on Thu, 22 Dec 2005 23:14:47 GMT
[View Forum Message](#) <> [Reply to Message](#)

Could we all just get along?

Subject: Re: C&C Reborn is released!
Posted by [Nightma12](#) on Thu, 22 Dec 2005 23:21:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

OWN3D!

Subject: Re: C&C Reborn is released!
Posted by [Jokah](#) on Thu, 22 Dec 2005 23:22:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Zomg

Subject: Re: C&C Reborn is released!
Posted by [rm5248](#) on Thu, 22 Dec 2005 23:26:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

Cybie1111 wrote on Thu, 22 December 2005 17:14 Could we all just get along?

Wow. Just... Wow.

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Thu, 22 Dec 2005 23:35:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's a good thing to move off the IGN servers, and there's more to the story than what HeXetic posted there; but that's okay since PC&C rarely gives both sides of the situation when anything like this happens.

Don't worry, all of you wanting to know what Reborn is up to next will have your answers very shortly... It's almost pathetic how easy it is to get their team's work.

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Thu, 22 Dec 2005 23:47:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

There are a bunch of inaccuracies posted there.

Subject: Re: C&C Reborn is released!
Posted by [PaRaDoX](#) on Fri, 23 Dec 2005 00:00:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

that sucks i was hoping that patch was going to come out soon

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Fri, 23 Dec 2005 00:17:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well, you joined Reborn and got your cookies now didn't you?

Subject: Re: C&C Reborn is released!
Posted by [FMhalo](#) on Fri, 23 Dec 2005 00:25:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

LOL.

RENALERT GOT RENEGADED

Subject: Re: C&C Reborn is released!
Posted by [rm5248](#) on Fri, 23 Dec 2005 00:30:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 22 December 2005 19:35It's a good thing to move off the IGN servers, and there's more to the story than what HeXetic posted there; but that's okay since PC&C rarely gives both sides of the situation when anything like this happens.

So, what's your side?

Subject: Re: C&C Reborn is released!
Posted by [PaRaDoX](#) on Fri, 23 Dec 2005 00:41:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 22 December 2005 19:17Well, you joined Reborn and got your cookies now didn't you?

hmm yes cookies were good but i still wanted to play the new Renalert patch

Subject: Re: C&C Reborn is released!
Posted by [Aidoneus](#) on Fri, 23 Dec 2005 00:44:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lack of GSI hosting does not prevent us from releasing the patch.

Red Alert: A Path Beyond will soon be hosted on n00bstories.com, thanks to Crimson.

Subject: Re: C&C Reborn is released!

Posted by [genetix](#) on Fri, 23 Dec 2005 00:51:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aidoneus wrote on Thu, 22 December 2005 17:14genetix wrote on Thu, 22 December 2005 16:52
What benefit does this whole ordeal give to the community? As far as I have seen nothing.
Reborn is getting nothing positive out of this.

It benefits the community because it stops you getting your hopes up. It shows you that Reborn has been lying to you all along about how much they have finished. If it takes them a year to get some infantry, some vehicles, and a model from Renegade in, how long is it going to take them to make a complete total conversion?

I don't care how long it takes them to make it. I really don't. Do you know why? No ones paying them. They are doing it for free. I haven't played renegade in like 5 months now. I still come back and frequently visit the forums to see mod updates. If someone starts paying them an annual salary to make reborn then I would expect a set deadline.

FFS they are doing this for free. You would expect the community to give the reborn workers more respect. Its better they make reborn then not make it at all. It doesn't matter if "that sucks because there is incorrect texture patterns there." Go complain about EA games or any other gaming company if you want to bitch about someones work.

Subject: Re: C&C Reborn is released!

Posted by [Freak](#) on Fri, 23 Dec 2005 00:56:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

exactly. now if it was taking this long and they were getting payed, then i would agree with the renalert team in thier critisisms. but, becasue they are not getting payed, you have to understand that they have lives, and arent going to spend all day on the mod, you can do that if you like, but they arent going to

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Fri, 23 Dec 2005 01:02:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Just because no one pays you does not mean you're given the right to lie to others about your progress.

Subject: Re: C&C Reborn is released!
Posted by [Freak](#) on Fri, 23 Dec 2005 01:07:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

im lost, when did they ever say anything about thier progress?

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Fri, 23 Dec 2005 01:10:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

They've been claiming for quite a while now that they'll have a release soon, by early next year. They're nowhere near a release at all. You bought into it like a fool since you wouldn't dare question them on it at all, but you'll question the people that show you the truth of the matter.

Subject: Re: C&C Reborn is released!
Posted by [Renx](#) on Fri, 23 Dec 2005 01:21:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

It was supposed to be released last fall, remember?

Subject: Re: C&C Reborn is released!
Posted by [Freak](#) on Fri, 23 Dec 2005 01:26:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 22 December 2005 19:10They've been claiming for quite a while now that they'll have a release soon, by early next year. They're nowhere near a release at all. You bought into it like a fool since you wouldn't dare question them on it at all, but you'll question the people that show you the truth of the matter.

erm actually i do question them... but you can just keep going on assuming, just like you always do

not only that but that was a prediciton they never said "WE WILL HAVE IT EARLY NEXT YEAR" they said something to the effect of "we hope to have it early next year" it wasnt final.

Subject: Re: C&C Reborn is released!
Posted by [PaRaDoX](#) on Fri, 23 Dec 2005 01:27:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Great cant wait to play and thanks crimson!

Subject: Re: C&C Reborn is released!
Posted by [genetix](#) on Fri, 23 Dec 2005 02:05:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 22 December 2005 19:10They've been claiming for quite a while now that they'll have a release soon, by early next year. They're nowhere near a release at all. You bought into it like a fool since you wouldn't dare question them on it at all, but you'll question the people that show you the truth of the matter.

Did you not read my post? Quite a few people from what I've heard don't care about the deadlines. I don't even pay attention to deadlines because I know they will rarely be met.

I know that shit happens in life and you can't always meet deadlines. Plus the fact that none of the Reborn members from what I can remember have claimed to be professionals with tons of experience making modifications like this. You can't expect anyone to be perfect.

The problem with you AK is that your not very thankful for what you got or what others do.

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Fri, 23 Dec 2005 02:11:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

So what if you don't care about deadlines? Others do, and they believe them. For that Reborn needs to be punished, lying like that is simply not acceptable. If you're enough of a moron to accept something like that, at least be happy that I'm trying to look out for you in this instance.

I don't expect perfection, I expect the truth from someone. If you tell your community that you're 80% done, then tell them you'll be releasing within a month or two... You damn well better have the proof to back it up. No one can question my team because every update we've made on content patches has shown we've gotten work done and ready for it.

Subject: Re: C&C Reborn is released!
Posted by [bandie63](#) on Fri, 23 Dec 2005 02:16:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

rm5248 wrote on Thu, 22 December 2005 20:30Aircraftkiller wrote on Thu, 22 December 2005 19:35It's a good thing to move off the IGN servers, and there's more to the story than what HeXetic posted there; but that's okay since PC&C rarely gives both sides of the situation when anything like this happens.

So, what's your side?

Subject: Re: C&C Reborn is released!

Posted by [genetix](#) on Fri, 23 Dec 2005 03:46:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 22 December 2005 20:11 So what if you don't care about deadlines? Others do, and they believe them. For that Reborn needs to be punished, lying like that is simply not acceptable. If you're enough of a moron to accept something like that, at least be happy that I'm trying to look out for you in this instance.

I don't expect perfection, I expect the truth from someone. If you tell your community that you're 80% done, then tell them you'll be releasing within a month or two... You damn well better have the proof to back it up. No one can question my team because every update we've made on content patches has shown we've gotten work done and ready for it.

You did this just to piss off reborn. You weren't doing this for the community. How are you punishing them? Releasing their modification while their still working on it?

Grow up.

If you really wanted to "spread the truth" then a few screen shots from ingame would have been plenty. You released the internal alpha just to be an asshole.

Subject: Re: C&C Reborn is released!

Posted by [TheGunrun](#) on Fri, 23 Dec 2005 03:57:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lol! There should be a reality TV show on this.

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Fri, 23 Dec 2005 04:25:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote: You did this just to piss off reborn. You weren't doing this for the community. How are you punishing them? Releasing their modification while their still working on it?

I'm just going to assume that you're an idiot here, since you haven't read what I've written. So in a last attempt I'll try to make you understand what everyone else, even the other idiots here, have understood:

Reborn has lied about their progress. In order to punish them, showing the public that they've been lying the entire time is justice in my eyes. People who download the internal alpha see for themselves that they've been exp0sed as liars.

Now, either you seem to believe lying is okay (since I haven't seen you once denounce their actions) or you just don't care, and are being an asshole like you've accused me of already. Which

is it?

Quote:Grow up.

You can show everyone how to grow up by not being such a fool.

Subject: Re: C&C Reborn is released!

Posted by [U927](#) on Fri, 23 Dec 2005 04:41:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renx wrote on Thu, 22 December 2005 20:21It was supposed to be released last fall, remember?

Douglas Adams wrotel love deadlines. I love the whooshing sound they make as they fly by.

Subject: Re: C&C Reborn is released!

Posted by [genetix](#) on Fri, 23 Dec 2005 04:53:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 22 December 2005 22:25Quote:You did this just to piss off reborn. You weren't doing this for the community. How are you punishing them? Releasing their modification while their still working on it?

I'm just going to assume that you're an idiot here, since you haven't read what I've written. So in a last attempt I'll try to make you understand what everyone else, even the other idiots here, have understood:

Reborn has lied about their progress. In order to punish them, showing the public that they've been lying the entire time is justice in my eyes. People who download the internal alpha see for themselves that they've been exp0sed as liars.

Now, either you seem to believe lying is okay (since I haven't seen you once denounce their actions) or you just don't care, and are being an asshole like you've accused me of already. Which is it?

Quote:Grow up.

You can show everyone how to grow up by not being such a fool.

I read your post. It would only help if you read mine....

Quote:If you really wanted to "spread the truth" then a few screen shots from ingame would have been plenty. You released the internal alpha just to be an asshole.

There is a line between spreading the truth to the public and doing harm to a group. You

purposefully tried to destroy their reputation as much as you could and be an asshole. You weren't trying to punish them. And if you were just trying to "punish" them, who gives you the right? Thats like my kid kicking a pop machine because it stole his money and you running up and spanking him.

Subject: Re: C&C Reborn is released!

Posted by [Hydra](#) on Fri, 23 Dec 2005 04:54:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Renx wrote on Thu, 22 December 2005 00:54 That's wrong. You would need specific permission from Nintendo to use the material. For example they could let you make the mod and use the characters from the game, but not allow you to use the correct Nintendo specific names. The bottom line is the creator of the game the mod is being made on will be potentially making money off of Nintendo's ideas and material. Simply giving credit just doesn't cut it in the modding world anymore.

I'm not sure if this actually applies here, I just felt that I should correct that.

Hm, I thought I addressed that here:

Hydra wrote on Thu, 22 December 2005 00:28...Nintendo doesn't have a problem with you creating a mod based off its copyrighted intellectual material for a competing company's game engine....

I probably could have worded that better, but I'm pretty sure I addressed what you said.

Anyways...

RetardinI mention EA in my copyright, the copyright cover our code, models, textures. Check my wbsite, bottom of page, use online translator, my copyright doesn't mean dick.

The english translation of your "copyright":

Quote:Count: 6497

Type: OTHER

First name: Renaud

Name: Sury

City: Waterloo

Country: Belgium

Joint author: ****

Seul_ator: not

Titrate: CnC Reborn

Description: It acts of a modification of Command & Conquer Renegade, play deposited at EA (MT). CnC Reborn comprises models and universe based on the play rts, Tiberian Sun.

Nowhere do you list specifically what is or even can be copyrighted in your pathetic excuse for a mod nor do you differentiate between what is yours and what is EA's.

You also fail to mention how you're not copyrighting something based off someone else's work.

Would any court of any country even consider this a serious legal document?

Subject: Re: C&C Reborn is released!
Posted by [Renx](#) on Fri, 23 Dec 2005 04:58:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:...Nintendo doesn't have a problem with you creating a mod based off its copyrighted intellectual material for a competing company's game engine....

It still seems to me like you're saying they do not have a problem with you using their intellectually copyrighted material on another company's game without their permission. Which is wrong :S

Did you mean to say "does" instead of "doesn't?"

Subject: Re: C&C Reborn is released!
Posted by [Hydra](#) on Fri, 23 Dec 2005 05:02:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:As long as... Nintendo doesn't have a problem with you creating a mod based off its copyrighted intellectual material for a competing company's game engine... you wouldn't be violating anything.

I think that should clear it up.

RetardinI sent the files of the mod as deposit for the copyright. Read the website you will understand how it works.

CopyrightDeposit.com FAQWhat is the largest size file that can be registered with your service?

The maximum limit is 10 megs. You may also submit 5 sections of 2 megs. each, etc. The total may not exceed 10 megs. Use compression software like "Winzip" if you need to compress a larger file.

With a 10 meg limit, there is no way you submitted the whole mod, and I doubt you differentiated between files and concepts originally owned by EA.

There's almost no way you aren't bullshitting us.

Subject: Re: C&C Reborn is released!
Posted by [Renx](#) on Fri, 23 Dec 2005 05:03:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yes, it does

Subject: Re: C&C Reborn is released!
Posted by [Kanezor](#) on Fri, 23 Dec 2005 09:10:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 22 December 2005 20:11So what if you don't care about deadlines? Others do, and they believe them.

So, we have people like me who would rather have a deadline be missed and have the product be good (obviously the old Reborn sucked @ that, but the new Reborn is under new leadership, so until they release a public beta, shut your piehole) and then we have people like Aircraftkiller who would rather have it be released "on time" and have the product be crappy. Take a look at EA. They release crap at their deadlines all the time. But actually, Aircraftkiller, you wouldn't believe that. You actually like Battlefield 2.

Edit:

Aircraftkiller wrote on Thu, 22 December 2005 23:25

Reborn has lied about their progress. In order to punish them, showing the public that they've been lying the entire time is justice in my eyes. People who download the internal alpha see for themselves that they've been exposed as liars.

I fail to see that they've been "exposed as liars". I've played the public beta that was released a long time ago. I know how crappy that one is. Then the new management came around, and yet still little was done. Now Sloth is on their team, and I've seen a lot of improvements in a relatively short amount of time. I'm not an active beta tester of Reborn, but from what I have tested I have seen a lot of improvements in the last couple of months. For a group of people that are working on this in their spare time outside of school and work, I'd say that's a remarkable improvement. While I don't know if they'll be able to make any deadlines (nor, in fact, do I even know of the deadlines, having not frequented the Reborn site looking for deadlines), I'm confident that they are making progress, whether or not it's timely.

As for exposure and justice... it's more apparent to me that Aircraftkiller is an asshole than anything else. I say a leak (which is unethical and illegal: no matter how you look at the laws, it is illegal to distribute something somewhere without the owner's permission) deserves more "justice" than lying (which is not illegal, I might add). While I disagree that taking down the RenAlert site and then consequently moving it to somewhere else is the proper justice, I don't think that it's sufficient justice.

Edit 2:

I hope this topic ends now. It's been discussed enough already. We know what's happened.

Subject: Re: C&C Reborn is released!

Posted by [Aidoneus](#) on Fri, 23 Dec 2005 10:16:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Kanezor wrote on Fri, 23 December 2005 03:10 Now Sloth is on their team, and I've seen a lot of improvements in a relatively short amount of time. I'm not an active beta tester of Reborn, but from what I have tested I have seen a lot of improvements in the last couple of months.

Have you actually played the alpha? Do you have any idea what we are talking about? This alpha proves that Reborn have not made half the progress they have told the community they have. Are you trying to justify their lying to you? Oh well. I suppose you can't expect much more from the team led by the man who says "HOW CAN A COMMUNITY BE SO MUCH A BUNCH OF FUCKERS". Yep, good one Renardin, that's the way to win you fans!

There. I even bolded the important points for you.

Subject: Re: C&C Reborn is released!
Posted by [Goztow](#) on Fri, 23 Dec 2005 10:34:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

So you suppose that because it's not in the alpha test that it hasn't been done? Way to go...

Maybe they wanted to test some specific stuff and left some other stuff out? Oh wait, that doesn't fit in the "Reborn lies to all and everyone"-conspiracy theory...

Subject: Re: C&C Reborn is released!
Posted by [Aidoneus](#) on Fri, 23 Dec 2005 10:44:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why in the name of God would they do that? If it's not in the Alpha, then chances are it is not done.

If it was done, they'd put it in the alpha, yes?

Subject: Re: C&C Reborn is released!
Posted by [DreamWraith](#) on Fri, 23 Dec 2005 10:55:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

not to get into the fray, im not trying to. but i would like to point out a technical fact, from a development standpoint.

What i remember from renegade, the presets system, and adding new/different stuff is fairly complex. So while completely possible vehicle X is done, and rigged, and tested ingame by person A, its completely possible that the one person tasked with adding presets to keep uniformity has, as of yet, not had the chance to get it merged into their presets.

Again, this is all purely hypothetical, i am just merely providing an example of where the above may in fact, be possible.

Subject: Re: C&C Reborn is released!
Posted by [bandie63](#) on Fri, 23 Dec 2005 13:00:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

bandie63 wrote on Thu, 22 December 2005 22:16rm5248 wrote on Thu, 22 December 2005 20:30Aircraftkiller wrote on Thu, 22 December 2005 19:35It's a good thing to move off the IGN servers, and there's more to the story than what HeXetic posted there; but that's okay since PC&C rarely gives both sides of the situation when anything like this happens.

So, what's your side?

I love how you've completely ignored this.

Subject: Re: C&C Reborn is released!

Posted by [PaRaDoX](#) on Fri, 23 Dec 2005 13:31:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

DreamWraith wrote on Fri, 23 December 2005 05:55not to get into the fray, im not trying to. but i would like to point out a technical fact, from a development standpoint.

What i remember from renegade, the presets system, and adding new/different stuff is fairly complex. So while completely possible vehicle X is done, and rigged, and tested ingame by person A, its completely possible that the one person tasked with adding presets to keep uniformity has, as of yet, not had the chance to get it merged into their presets.

Again, this is all purely hypothetical, i am just merely providing an example of where the above may in fact, be possible.

it is hard and it takes time to get all of it set up hence the no beta yet

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Fri, 23 Dec 2005 15:29:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

But NeoSaber can do all of that, including custom scripts work that jonwil refuses to do, all by himself. What's your excuse now?

Subject: Re: C&C Reborn is released!

Posted by [Aidoneus](#) on Fri, 23 Dec 2005 15:54:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 23 December 2005 09:29But NeoSaber can do all of that, including custom scripts work that jonwil refuses to do, all by himself. What's your excuse now?

That most of your lies are not true.

Subject: Re: C&C Reborn is released!

Posted by [genetix](#) on Fri, 23 Dec 2005 16:57:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 23 December 2005 09:29But NeoSaber can do all of that, including

custom scripts work that jonwil refuses to do, all by himself. What's your excuse now?

Yet you tell me I'm not reading your posts... Like I already said. People have lives! This is done in their free time. STFU and stop being an asshole. You have like 3 people agreeing with you here and that's it.

You had no right to release the modification without the owner's permission. Who gives a fuck if you think they "lied."

Subject: Re: C&C Reborn is released!

Posted by [Hydra](#) on Fri, 23 Dec 2005 17:03:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

So in three years, they couldn't find the time in their "busy lives" to rig and compile all their shit and get a working beta out?

If they can't find the time to produce and release anything, why the hell work on a mod in the first place? They set this project up knowing full well (or should have known; nothing, not even the obvious, is certain with Reborn) that it would severely cut into their personal time.

Can't meet a deadline? Fine! DON'T SET ONE IN THE FIRST PLACE!!! DON'T MAKE PROMISES TO THE PUBLIC YOU CAN'T KEEP!!!!

sniper12345asskisser

Buttfucker.

I'll be sure to hit you on the head with a tack hammer the next time I write something sarcastic. Just to make it obvious enough for you.

Wait, that must be the Tourettes.

Subject: Re: C&C Reborn is released!

Posted by [Fabian](#) on Fri, 23 Dec 2005 18:19:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

I still don't quite understand how Reborn supposedly lying to the public justifies leaking their work. There should be no mention of Reborn's lying at ALL in this thread because it is irrelevant to the fact that Aircraftkiller released copyrighted work.

Aircraftkiller, you're not in any position to "punish" anyone. If you want to "exp0se" the unpolished nature of their mod, do it in a more grown up way.

Subject: Re: C&C Reborn is released!

Posted by [Freak](#) on Fri, 23 Dec 2005 18:33:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

who gives a fuck if they didnt meet a deadline? just because all of you sit at your computers all day collecting acne doesnt mean the reborn team has too also. not only that, but do you read other peoples posts? they have already told you that this is a month old...

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Fri, 23 Dec 2005 19:02:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

So, Freak, you're a fanboy of a "mod team" that doesn't care about you at all. They lie to you, they set up expectations that they can't live up to... All the while, you suck on their teat and expect more.

Are you a masochist by any chance?

Subject: Re: C&C Reborn is released!
Posted by [Freak](#) on Fri, 23 Dec 2005 19:03:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

i asked renardin what the wolverine is really like or if it actually moonwalks and he showd me this: <http://www.cncreborn.iconique.net/wolverineanimation.wmv>
not only that but you can obviously see where your shooting appears ack couldnt install a script whos the liar now bitch

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Fri, 23 Dec 2005 19:08:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

MATH WARNING OMG

Suppose each thing they need in-game takes an entire day to do. I know, I know, it only takes a few hours at most. But pretend it's a day per unit and building. So to get a character into the game with his weapon, it'll take one full day.

Now, with 1095 days, and assuming you can only work one fifth of them, that's 219 chances.

Let's pretend now that somebody like my then-11 year old brother knows how to edit unit statistics once somebody else has them in game! Reborn has/had/hax at least 3 people who can probably do this at any given point.

So now let's suppose it takes 1/3 a day, to get something actually THERE. And it takes 2/3 of a day to change a couple numbers on it and some paths. However, you can have one person work on either of the two, or if you have REAL teamwork, you can split it into 3 third-day tasks! We'll

follow the reality and realize that at most we're only going to get two people who are reliable enough to do this properly.

So now you only need half as many chances effectively, or rather you HAVE twice as many half-days as you had days. So, 438 chances to get stuff actually in there. Actually, since MAYBE another guy or two could swap in to do the second half of the procedure, you're going to end up with even more. I won't bring in more math to confuse you at this point.

How many things do you suppose Reborn has to add in there?

How long does it honestly take Renardin to slap together the same 3 (from what I've been shown; anybody still have a copy of that "Learn to texture like Reborn" thing?) base textures and then scratch them up and MS Paint it around?

How long do you suppose it REALLY takes to rig each character, considering we can get done maybe.. I dunno, five a day?

How long do you think it REALLY takes to edit some statistics for the units, considering a reckless abandon and disregard for both balance and truth-to-original? Meaning you can just throw out some ballpark values. "Mammoth huh. Let's put 50. Titan? Let's put a 20 here" is the idea of that.

Come on. How many chances do they really, really need? Ffs.

I was told back in January that it'd be out in March, and then I was told in somewhere around May that it'd be out for SURE in August, and then I was told... well who cares because it was all bullshit and apparently there's a lot less done than it'd seem. I don't think you need me to go into how many times it was "for sure" out the previous years. I don't know how reliable their "Dev Blog" thing is in terms of statistics because based on it I'd expect a whole fuckton more actually, I dunno, done since it was listed as done.

By the way if you want me to try to dig up quotes for when it'll be "surely out" I can try, no promises since I had a hard drive crash and scrapped a lot of the files I didn't need/feel like recovering.

By the way if you want to know some of the "other side" you might want to read my post over at the other forum. Basically a lot of stuff was misconstrued to appear differently than it really was, and (intentionally? accidentally?) put a negative spin on the team.

EDIT HOMG

Freak wrote on Fri, 23 December 2005 14:03i asked renardin what the wolverine is really like or if it actually moonwalks and he showd me this:

<http://www.cncreborn.iconique.net/wolverineanimation.wmv>
not only that but you can obviously see where your shooting appears ack couldnt install a script whos the liar now bitch

Proof he didn't do that AFTER we pointed out it was fucked, please. The whole point was to point out it was fucked to force a change. The scripts were in AK's posession, by the way.

Subject: Re: C&C Reborn is released!

Posted by [Freak](#) on Fri, 23 Dec 2005 19:12:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

What about spend the time for all these posts to work on Renalert? I mean, you lied to us, you said "update today", then soon instead of "today" and still nothing except a message where you tell us 'no clue, forum is down'. You lied to us, we waited a news update. Any progress on Renalert? No a gun and a plane and shotty renders for a whole year... Nice. And yet, you still act as if Reborns the one lying about deadlines

Subject: Re: C&C Reborn is released!

Posted by [Hydra](#) on Fri, 23 Dec 2005 19:13:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

SEAL wrote on Fri, 23 December 2005 13:19...Aircraftkiller released copyrighted work.

...

You can't post anymore.

Aside from the fact that they can't legally copyright a friggin' modification, Aircraftkiller isn't taking the Reborn team's work and claiming it as his own (who would?). He wouldn't be breaking any copyright law by publishing their work for them and giving them full credit.

If anything, he's doing the Reborn team a favor by actually publishing some sort of a release of the mod, something that the Reborn team has not been able to do for years.

Subject: Re: C&C Reborn is released!

Posted by [Freak](#) on Fri, 23 Dec 2005 19:14:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

that test map in the video was done by E!, leader of scud storm in october, it was done a while ago, you can ask E! if you want

Subject: Re: C&C Reborn is released!

Posted by [Freak](#) on Fri, 23 Dec 2005 19:18:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 23 December 2005 13:02So, Freak, you're a fanboy of a "mod team" that doesn't care about you at all. They lie to you, they set up expectations that they can't live up to... All the while, you suck on their teat and expect more.

Are you a masochist by any chance?

as if you care about your community. the only thing you care about is humiliating Reborn, in fact at the moment it seems that you care about bashing reborn more than you care about working on

your mod, at least, thats how it seems judging by how much progress you guys have made this year

Subject: Re: C&C Reborn is released!
Posted by [Hydra](#) on Fri, 23 Dec 2005 19:18:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

So the Reborn team can't even create its own test map.

Just what the hell have they been doing for the past three years?

Quit double posting, retard.

Subject: Re: C&C Reborn is released!
Posted by [Freak](#) on Fri, 23 Dec 2005 19:23:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hydra wrote on Fri, 23 December 2005 13:18So the Reborn team can't even create its own test map.

Just what the hell have they been doing for the past three years?

Quit double posting, retard.

they started on the new mod in april 2004, so that makes it not even 2 years in developement now, retard

Subject: Re: C&C Reborn is released!
Posted by [Hydra](#) on Fri, 23 Dec 2005 19:26:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Unsurprisingly, that was the same month they "promised" a "new" release to make up for the train wreck (that's putting it mildly) that was the December 2003 release.

Does anyone else find his statement really comical?

"THEY HAVEN'T HAD 3 YEARS; THEY'VE HAD 2! SO HA!"

That still doesn't answer the question; what the hell have they been doing this whole entire time? And why do you still follow them around like the rest of the Reborn sheeple?

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Fri, 23 Dec 2005 19:33:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:What about spend the time for all these posts to work on Renalert? I mean, you lied to us, you said "update today", then soon instead of "today" and still nothing except a message where you tell us 'no clue, forum is down'. You lied to us, we waited a news update. Any progress on Renalert? No a gun and a plane and shotty renders for a whole year... Nice. And yet, you still act as if Reborns the one lying about deadlines

I work on A Path Beyond, as does the rest of my team (Even though I should be sitting over across the room with Sarah and spending time with her), quite a bit. I can work on something, like this Ore Refinery, while I write out insults to people like you and the Reborn team.

I don't recall anyone saying there would be an update today. Even if we did say that, it's pretty hard to get an update announced without the website being operational at the moment. When everything is finally transferred to our new host, then you'll see more progress that's happened even after we left PC&C. There's a huge difference between saying we'd update and being unable to do so, you idiot.

We never set any deadlines like they did over the past two years. The only deadline I've given right now is a patch that, due to recent circumstances, has been delayed for another few days to probably end up getting released shortly after the new year.

I'm surprised you would question my dedication to my community. I dislike certain individuals in it, but I support everyone equally and provide my time, money, and effort to sustain the community as a whole. There's a reason why we have more people than Reborn does, maybe you'll figure it out if you think hard enough.

Subject: Re: C&C Reborn is released!

Posted by [Freak](#) on Fri, 23 Dec 2005 19:47:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

lol have more ppl than reborn does? maybe cuz youve had 1 site for this entire time, and reborn has been switching around

ok, i agree that you are pretty dedicated to your community, but renardin is too, just acknowledge it, we all know he is

with the update: with chronojams news announcement "No Clue" on the homepage of your old site, it said "yea i dont know wats happening...EDIT: Update Later Today" (or something along those lines) so many people (including myself, yes i like your mod, just not your attitude) were expecting an update, but when i went on to the site later that day it said EDIT: update soon, (once again, those arent the exact words)

Subject: Re: C&C Reborn is released!

Posted by [SCOTT9](#) on Fri, 23 Dec 2005 19:49:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

falls asleep i now declare..... this forum..... retired o sod
it.....

Subject: Re: C&C Reborn is released!

Posted by [Fabian](#) on Fri, 23 Dec 2005 19:51:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Hydra wrote on Fri, 23 December 2005 14:13SEAL wrote on Fri, 23 December 2005
13:19...Aircraftkiller released copyrighted work.

...

You can't post anymore.

Aside from the fact that they can't legally copyright a friggin' modification, Aircraftkiller isn't taking the Reborn team's work and claiming it as his own (who would?). He wouldn't be breaking any copyright law by publishing their work for them and giving them full credit.

If anything, he's doing the Reborn team a favor by actually publishing some sort of a release of the mod, something that the Reborn team has not been able to do for years.

It is copyrighted. Be more informed next time, maybe? I never said he claimed it as his own. The majority of the material within the leak was copyrighted by the Reborn team and was released without any kind of permission from Reborn. I don't understand why people are thinking of this situation as a gray area that could go either way.

Quote:Copyright is a protection that covers published and unpublished literary, scientific and artistic works, whatever the form of expression, provided such works are fixed in a tangible or material form. This means that if you can see it, hear it and/or touch it - it may be protected. If it is an essay, if it is a play, if it is a song, if it is a funky original dance move, if it is a photograph, HTML coding or a computer graphic that can be set on paper, recorded on tape or saved to a hard drive, it may be protected. Copyright laws grant the creator the exclusive right to reproduce, prepare derivative works, distribute, perform and display the work publicly. Exclusive means only the creator of such work, not anybody who has access to it and decides to grab it.

When does Copyright Protection begin, and what is required?

Copyright protection begins when any of the above described work is actually created and fixed in a tangible form.

...

Only I, as the author and creator of this work, am entitled to use, reproduce and distribute this material unless someone else who wishes to use it obtains my prior written permission to use it as well, and only in the manner that I previously approve.

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Fri, 23 Dec 2005 19:54:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

We've switched sites several times, probably more than Reburned has... Yet we manage to have an IRC channel that has an average of 25 people daily, while Reborn tends to have 7 to 9. We have an active forum userbase and almost every C&C related website watches us, or has our download up.

I won't admit anything good about Renardin when it comes to community management, since he tends to make people leave it pretty quickly.

As for that "lie" I assure you that if we had a way to get into the forum at that point and post an update on the status of the forum's repair, we certainly would have. Unfortunately, the only times it was accessible for posting were sporadic at best. It's pretty hard to post when all you see is a white page with no text, images, or hyperlink URLs anywhere.

Subject: Re: C&C Reborn is released!

Posted by [Freak](#) on Fri, 23 Dec 2005 20:03:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 23 December 2005 13:54 We've switched sites several times, probably more than Reburned has... Yet we manage to have an IRC channel that has an average of 25 people daily, while Reborn tends to have 7 to 9. We have an active forum userbase and almost every C&C related website watches us, or has our download up.

same with reborn...on the previous forum there was 929 members, go ahead, clear YOUR members and see how many come back, my bet is around the same as people currently registered on the reborn forums (about 530 i think) maybe a little more, but not by much. reborns forums are active also, so basically you wasted your time posting that part, the only thing that had any meaning was the IRC part.

Quote:I won't admit anything good about Renardin when it comes to community management, since he tends to make people leave it pretty quickly.

its not community manegement im talking about, its how much he cares for the community

Quote:As for that "lie" I assure you that if we had a way to get into the forum at that point and post an update on the status of the forum's repair, we certainly would have. Unfortunately, the only times it was accessible for posting were sporadic at best. It's pretty hard to post when all you see is a white page with no text, images, or hyperlink URLs anywhere.

it wasnt posted, it was on the main page, and was up there for about 3 or 4 days before your site was deleted, you could have updated anytime between when that was posted and your sites deletion, but you didnt

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Fri, 23 Dec 2005 20:13:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

I see no reason to clear my forum since we have more active users than Reborn does. Now, this is where I'll agree about a pissing contest, and I don't really care anymore so I'm not going to continue discussing this particular matter.

However, about Retardin's community care: Being able to manage your community, respond to them, and show them that you're more concerned with them is an integral part to keeping them happy. Having happy community members is what makes a forum live. This is why you only have 15,000 posts while we've got over 100,000.

Quote:it wasnt posted, it was on the main page, and was up there for about 3 or 4 days before your site was deleted, you could have updated anytime between when that was posted and your sites deletion, but you didnt

Here's a clue: Anything that gets posted on the main page is there because of the forum. The forum and the main page are integrated together, so any news posts in the Site News forum go directly on the main page. Chronojam had an instant where the forum worked properly, so he was able to post that update.

We didn't update because it probably slipped our mind while we were busy working on something. Lord knows people can't always post status reports every single time, we figure you're intelligent enough to know that once the forum is up again; you wouldn't absolutely need an update telling you that the forum is, indeed, running once more.

Subject: Re: C&C Reborn is released!

Posted by [Aidoneus](#) on Fri, 23 Dec 2005 20:17:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Freak wrote on Fri, 23 December 2005 14:03its not community manegement im talking about, its how much he cares for the community

"HOW CAN A COMMUNITY BE SO MUCH A BUNCH OF FUCKERS"

Damn, I love that.

Subject: Re: C&C Reborn is released!

Posted by [Freak](#) on Fri, 23 Dec 2005 20:19:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 23 December 2005 14:13I see no reason to clear my forum since we have more active users than Reborn does. Now, this is where I'll agree about a pissing contest, and I don't really care anymore so I'm not going to continue discussing this particular matter.

However, about Retardin's community care: Being able to manage your community, respond to them, and show them that you're more concerned with them is an integral part to keeping them happy. Having happy community members is what makes a forum live. This is why you only have 15,000 posts while we've got over 100,000.

once again, the reborn forums have been around for a short time compared to your forums. but whatever they are forums, it doesnt really matter, many people are going to play both mods, thats wat matters

Quote:Here's a clue: Anything that gets posted on the main page is there because of the forum. The forum and the main page are integrated together, so any news posts in the Site News forum go directly on the main page. Chronojam had an instant where the forum worked properly, so he was able to post that update.

actually, when he posted that i was able to get onto the forums fine

Quote:We didn't update because it probably slipped our mind while we were busy working on something. Lord knows people can't always post status reports every single time, we figure you're intelligent enough to know that once the forum is up again; you wouldn't absolutely need an update telling you that the forum is, indeed, running once more.

ok, fine, thats reasonable, and understandable that it slipped your mind. except for the fact that the update im talking about wasnt about the forum, chrono said that the forums were back online in the main part of the post, but the part that i am talking about was assumed by me and many others to be an update concerning a mod, ie a model, texture, etc

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Fri, 23 Dec 2005 20:22:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

...

If one says "Forums are down. Update will come soon.", logically one would conclude that "Forums are down" links with "Update will come soon" to mean "The forums are down, we'll be updating you on its status soon."

Subject: Re: C&C Reborn is released!
Posted by [Freak](#) on Fri, 23 Dec 2005 20:24:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 23 December 2005 14:22...

If one says "Forums are down. Update will come soon.", logically one would conclude that "Forums are down" links with "Update will come soon" to mean "The forums are down, we'll be

updating you on its status soon."

ok this is what the post said: "Yea, i have no clue what happened" then later that day WHEN THE FORUMS WERE UP it was edited to also say "update today" then a couple hours later it said "edit: update sometime soon" obviously that is not referring to the forums, unless it was just worded wrong...

Subject: Re: C&C Reborn is released!

Posted by [Chronojam](#) on Fri, 23 Dec 2005 20:32:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Actually, that's not entirely right; the forum still wasn't working "properly" at that point. I went in and entered each section into the database tables to basically emulate making a new post. ^^

There's a couple reasons why the update that was coming didn't yet come (although the change already took place). The forums indeed are linked to the main page, which luckily tends to have more stability than the main forum itself. The Site News section is the one that gets read from.

We actually have made *real progress* with the mod, if you'd been reading the news. I know Reborn would make you think that progress is some new renders or yet another new texture for the buggy or something (hence the sparse alpha version).

But when I said "Here are the changes that have been made" and "Here are the maps that are being worked on and tested" and "We just tested these changes and they're great" and "Here are some more changes to look for when you get the patch" and "We have some new game logic worked in" it's because we actually did. We weren't lying. There's more to a mod than just glitzy graphics, as Reborn proved this week (alas they proved it the wrong way!).

Seriously, when I reported that we had a testing session or commented that we were going to change the armor or damage of the light tank, it's because we played with it in an 8 player game and determined that it needed changing, and then made the changes.

I don't report on every little backend thing I do to the site, or when I clean up the code to remove my often-profanic comments, or every time we have a test to try out a new concept, or the fact that the spy will now have his name appear in red, etc. etc. I kinda like to save things up sometimes so I'm not just spamming the Site News section, and I don't report birthdays to the front page. We do that in the off-topic, for the active users, instead of just the front page for the staff.

Anyways, we have real, tangible progress that I've tried to hint at or keep you updated on. My plan was to actually hint at a lot of stuff but not let you know for sure until you played it. We have work on the game done, not just on the glitz. Aircraftkiller's been working on new buildings, we're going to eventually start putting in higher-detailed vehicles for those of you who love the graphics side of things... but we actually have gameplay-affecting changes taking place. WE HAVE BALANCE OMG WTF! Yes, balance.

Suffice to say we've got a bunch of weapons being worked on or complete in various stages that we haven't shown, some vehicles, structure work, and some really neat code; and a special little

surprise with respect to how our data is stored. But a lot of this you won't see or hear about until the release.

Oh, the non-surprise is that we're moving to n00bstories probably tonight.

Edit: By the way, we DID clear the users who were inactive and I did kill off a lot of shit posts and purge a lot of uploads. And the users who used the forum (hence users, not just registrants like Reborn largely has) came back. If you want I can post the member count statistics for the past couple months, it makes a nifty graph I can show you. But that'll have to wait for a while. And a bunch of the active people at Reborn are from our forums originally; although a lot of them got sick of things and stopped showing up.

Subject: Re: C&C Reborn is released!
Posted by [Tiberiansun292](#) on Fri, 23 Dec 2005 20:44:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

[quote title= although a lot of them got sick of things and stopped showing up. [/quote]

beacuse of YOU and someother people.

Subject: Re: C&C Reborn is released!
Posted by [Freak](#) on Fri, 23 Dec 2005 20:45:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

well it apears that you guys are the biggest fans of reborn...you cant stop thinking about it. must be quite a community if even the enemies are interested

Subject: Re: C&C Reborn is released!
Posted by [Tiberiansun292](#) on Fri, 23 Dec 2005 20:49:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

ya i think do like us. if they talk about us. i mean dam they really love us. more fans for us.

thxs for the help guys.

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Fri, 23 Dec 2005 20:55:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Bitchass, I never said I wasn't a fan.

In fact, I'm a whole lot more useful to the mod than the yes-men who scream "JUST LIKE THA MOVIES!!! GJ GJ" when a horribly inaccurate <insert object name> gets made. How many people there do you suppose know what the Weedguy really was? You'd know what I was talking about if Renardin hadn't deleted the post explaining it. I think he likes keeping you guys stupid.

Do you remember what happened with the "last Reborn"? When beta testers actually gave detailed bug reports? Their reports, too, were deleted, thrown out, and ignored. For some reason it's as if they don't WANT people to believe there are problems because they think it'll make them go away. I'm sorry, just because you deleted people saying so, we can still walk through the refinery walls. Still a bug, still there, thanks.

Do you want me to dig up the MS Paint diagrams I made to show the shit to fix on the banshee, mammoth mk2, weapons, and more? I still have them sitting around. Do you still want the orca bomber to have a banshee-raping chaingun on the front in addition to its ground-pounding apocalyptic bombs? Fireyoshi (Pi314159) did, and he flipped out and cursed Reborn when they finally listened and got rid of it.

How about Umagon? Ghostalker? Do you know where the references and advice for the new ones (far far better), the best-looking infantry Reborn has, came from? Not from a Reborn team member. Do you WANT to know? No, you don't, and Renardin probably doesn't want you to know, either. But I'll let you know it was me if you want to know the truth, but be quiet about it or else you might be banned from their forum.

Don't forget to include HTMLGOD on the list of useful fans who actually give valuable feedback. The list is far too short to forget anybody. Nothing will be fixed if nobody tells them to fix it.

Subject: Re: C&C Reborn is released!
Posted by [Aidoneus](#) on Fri, 23 Dec 2005 20:56:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

So I guess everyone LOVES terrorism then, as everyone's always talking about it, yes?

Subject: Re: C&C Reborn is released!
Posted by [Freak](#) on Fri, 23 Dec 2005 20:58:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

yea lol u do have a lot of paint diagrams

Subject: Re: C&C Reborn is released!
Posted by [GDIrish](#) on Fri, 23 Dec 2005 21:35:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote: My plan was to actually hint at a lot of stuff but not let you know for sure until you played it.

Thanks for leaving those without PCs in the dark, ChronoJam. >_<

This is the thanks I get for drawing those HILARIOUS drawings?! Poo. I hate you too. ^_^

Subject: Re: C&C Reborn is released!

Posted by [Chronojam](#) on Fri, 23 Dec 2005 21:59:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Heeeey.. I'd let you know once it's out, my friend.

Hilarity of the moment from #renalert:

(13:05:51) (+GDIrish) Im still banned from there

(13:05:56) (+GDIrish) and he wants me to work for him

Renardin's awesome PR skills have him courting a banned member to be the new concept artist for Reborn. A concept artist for a mod I lead. Now I'm torn: do I tell GDIrish to go ahead, or do I keep him exclusive to my mod? =O

Edit:

Apparently a lot of the bugs that I reported just from seeing the weapon teaser video months ago are still there. Check out my report which was ignored on Reborn's forums before they delete it and pretend it never happened, quick, quick =P

Subject: Re: C&C Reborn is released!

Posted by [ben5015se](#) on Fri, 23 Dec 2005 23:37:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

crimson how come you were so quik to ban me for what i said about bhs, yet ack has done a greater ammount of damage and he isnt?

Subject: Re: C&C Reborn is released!

Posted by [GDIrish](#) on Fri, 23 Dec 2005 23:42:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ya'll really want Aircraftkiller banned, don't you?

Yea, well, that isn't going to happen.

Subject: Re: C&C Reborn is released!
Posted by [Renx](#) on Sat, 24 Dec 2005 00:34:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

People who have been contributing to the community for as long as most can remember usually don't get banned. People who slag BHS for no apparent reason, and have contributed nothing to the community at all, usually do get flamed/warned/banned.

Subject: Re: C&C Reborn is released!
Posted by [Crimson](#) on Sat, 24 Dec 2005 00:34:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

These forums are hosted by BHS. Therefore, if you post lies and slander against BHS then we will remove it at our discretion. Reborn doesn't host these forums, therefore I have no specific obligation to remove negative material about Reborn. Nor do I have the same obligation to RenAlert.

Why would I delete or lock this thread when you, the community, quite obviously WANTS to talk about it?

Subject: Re: C&C Reborn is released!
Posted by [PackHunter](#) on Sat, 24 Dec 2005 00:55:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

GDrish wrote on Fri, 23 December 2005 18:42Ya'll really want Aircraftkiller banned, don't you?

Yea, well, that isn't going to happen.

Unfortunately no. But at least we can still see him cry when his new mod becomes as huge of a succes as the old one . Because the really funny thing is when push comes to shove people will most likely go out and buy a real game. I had some good laughs reading this thread though.

lol.

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Sat, 24 Dec 2005 00:57:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Let's all cry for the most successful Renegade mod

Subject: Re: C&C Reborn is released!

Posted by [Coolrock](#) on Sat, 24 Dec 2005 01:04:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Reborn sucks.

The Reborn team is a bunch of idiots.

GG

Subject: Re: C&C Reborn is released!

Posted by [ben5015se](#) on Sat, 24 Dec 2005 01:08:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Fri, 23 December 2005 19:34 These forums are hosted by BHS. Therefore, if you post lies and slander against BHS then we will remove it at our discretion. Reborn doesn't host these forums, therefore I have no specific obligation to remove negative material about Reborn. Nor do I have the same obligation to RenAlert.

Why would I delete or lock this thread when you, the community, quite obviously WANTS to talk about it?

so what your saying is:

if i ever got a hold of an unreleased version of renalert you would let it get to 12+ pages? (not like that would ever happen, tis just an example)

Subject: Re: C&C Reborn is released!

Posted by [Kamuix](#) on Sat, 24 Dec 2005 01:09:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

If renalert is running with the BF2 Game engine will that mean you need BF2 to install it when it comes out?

Subject: Re: C&C Reborn is released!

Posted by [U927](#) on Sat, 24 Dec 2005 01:11:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

I feel this needs to be said:

AIRCRAFT KILLER YOU AR NOT JUST A BIG JAKAS AND YOU THE BIG HEAD JUST YOU CREATE GLACIER FLAYING FUK YOU BIG JAKAS YOUR MAPS IS BAD YOU WANT I WRUGHT THIS THE MAPS IS BAD HEY IS ONE YEAR YOUR PROMESS A CON YARD WIRH A SINGLE PLAYER POWER PLANT IN ONE MAPS AND IS NOT JUST ACK I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE YOU.

EDIT:

ben5015se wrote on Fri, 23 December 2005 20:08Crimson wrote on Fri, 23 December 2005 19:34These forums are hosted by BHS. Therefore, if you post lies and slander against BHS then we will remove it at our discretion. Reborn doesn't host these forums, therefore I have no specific obligation to remove negative material about Reborn. Nor do I have the same obligation to RenAlert.

Why would I delete or lock this thread when you, the community, quite obviously WANTS to talk about it?

so what your saying is:

if i ever got a hold of an unreleased version of renalert you would let it get to 12+ pages? (not like that would ever happen, tis just an example)

This thread has progressed into a discussion about Reborn, not its alpha download.

kthxgg.

Subject: Re: C&C Reborn is released!
Posted by [Coolair](#) on Sat, 24 Dec 2005 01:18:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

U927 wrote on Fri, 23 December 2005 20:11I feel this needs to be said:

AIRCRAFT KILLER YOU AR NOT JUST A BIG JAKAS AND YOU THE BIG HEAD JUST YOU CREATE GLACIER FLAYING FUK YOU BIG JAKAS YOUR MAPS IS BAD YOU WANT I WRUGHT THIS THE MAPS IS BAD HEY IS ONE YEAR YOUR PROMESS A CON YARD WIRH A SINGLE PLAYER POWER PLANT IN ONE MAPS AND IS NOT JUST ACK I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE YOU.

Subject: Re: C&C Reborn is released!
Posted by [Renx](#) on Sat, 24 Dec 2005 01:24:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

http://www.renegadeforums.com/index.php?t=msg&th=252&start=0&rid=735#msg_2883

Subject: Re: C&C Reborn is released!
Posted by [U927](#) on Sat, 24 Dec 2005 01:32:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.beaconpedestal.com/ack-reply.mp3>

Subject: Re: C&C Reborn is released!
Posted by [cypher909](#) on Sat, 24 Dec 2005 01:35:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

roflmao

Subject: Re: C&C Reborn is released!
Posted by [Coolair](#) on Sat, 24 Dec 2005 01:36:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

U927 wrote on Fri, 23 December 2005 20:32<http://www.beaconpedestal.com/ack-reply.mp3>

LMAO

Subject: Re: C&C Reborn is released!
Posted by [GDIrish](#) on Sat, 24 Dec 2005 01:37:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

This really has gone off topic.

I say we throw back our heads and laugh, and go on our way. I'm pretty sure this thread has served its purpose.

Unless, of course, something new comes up... Then by all means, lets keep the funnay going.

Subject: Re: C&C Reborn is released!
Posted by [TheGunrun](#) on Sat, 24 Dec 2005 01:39:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lol!

Subject: Re: C&C Reborn is released!
Posted by [rm5248](#) on Sat, 24 Dec 2005 02:21:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dislike you/

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Sat, 24 Dec 2005 02:37:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Buckery wrote on Fri, 23 December 2005 20:09If renalert Is running with the BF2 Game engine will that mean you need BF2 to install it when it comes out?

No, since RA:APB is for Renegade. Fuck BF2. =P

Subject: Re: C&C Reborn is released!
Posted by [Mighty BOB!](#) on Sat, 24 Dec 2005 03:45:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

Grow up smacktard.. how the hell did such an immature n00b get a fiance..

[ACK for clarification]

Subject: Re: C&C Reborn is released!
Posted by [U927](#) on Sat, 24 Dec 2005 03:50:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Perhaps because he keeps his Internet life and personal life separate?

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Sat, 24 Dec 2005 04:06:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

You are not talking to me. You can't be.

Are you talking to Renardin?

Subject: Re: C&C Reborn is released!
Posted by [Coolrock](#) on Sat, 24 Dec 2005 04:08:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm sure he was, Chronojam.

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Sat, 24 Dec 2005 04:24:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://www.cncreborn.planetcnc.gamespy.com/forum/viewforum.php?f=9>

He must have been talking about Renardin; Just read along the garbage pail, but do it quick before everything's fully deleted.

If he wasn't talking about Renardin he SHOULD have been.

Subject: Re: C&C Reborn is released!

Posted by [Tiberiansun292](#) on Sat, 24 Dec 2005 06:51:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

mightybob

Grow up smacktard.. how the hell did such an immature n00b get a fiance..

[ACK for clarification]

he is a 1337 haxker and is using he 1337 skills to hypnotize her. now she is under his spell.

Subject: Re: C&C Reborn is released!

Posted by [GDIrish](#) on Sat, 24 Dec 2005 07:26:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote: mightybob

Grow up smacktard.. how the hell did such an immature n00b get a fiance..

[ACK for clarification]

he is a 1337 haxker and is using he 1337 skills to hypnotize her. now she is under his spell.

I laugh at your shoddy and broken English, along with your lack of knowing how a forum works without buttons.

Subject: Re: C&C Reborn is released!

Posted by [Tiberiansun292](#) on Sat, 24 Dec 2005 07:51:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

hahaha. like i care what you think. you are just a little bitch. that stays at home on the computer bitching at people. pfff. loser. get a life.

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Sat, 24 Dec 2005 08:04:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Actually he hunts alligators with nothing but a knife and baseball cap.

What do you do that's so exciting with your life, trolly? ^_-

Kanezor wrote on Wed, 21 December 2005 15:19: Chronojam wrote on Wed, 21 December 2005 13:35: was this leak, your identical mod, or did they change it and release as their own?
R: identical and they release without our permission

Anybody else reading this get the opinion that Renardin's choppy English convinced the guy that we stole/ripped Reborn and tried to redistribute it under two engines?
No, only retarded people would get that idea. Even through Renardin's "choppy" english, I was able to understand the conversation fairly clearly.

BREAKING NEWS!

Apparently ta-Kane-n00bjet was wrong and the ModDB guys took Renardin's broken English to mean "Renalert stole our stuff and used it in two mods!!!"

Nobody on-scene was surprised at either revelation.

Apparently sources indicate that "Kanezor" apparently did NOT "understand clearly" the conversation Renardin had with a ModDB representative. Several citizens available for comment related that "only a retarded person" wouldn't get the idea that it was in fact Renardin's "poor communication skills" that resulted in a wrongful ban of two mods.

Rumor has it that both ModDB profiles will be back online potentially within 24 hours. More as it develops. Jim, back to you in the studio.

Subject: Re: C&C Reborn is released!
Posted by [PiMuRho](#) on Sat, 24 Dec 2005 09:20:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I don't think I've ever seen such a pathetic display of pure idiocy from a bigger bunch of childish, puerile and immature people in all my years (and they are many).

Well done guys.

Subject: Re: C&C Reborn is released!

Posted by [PackHunter](#) on Sat, 24 Dec 2005 09:33:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote: I don't think I've ever seen such a pathetic display of pure idiocy from a bigger bunch of childish, puerile and immature people in all my years (and they are many).

Well done guys.

Congrats, you are now participating in it. Welcome to the club.

Subject: Re: C&C Reborn is released!

Posted by [PiMuRho](#) on Sat, 24 Dec 2005 10:01:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

Commenting on something is not participating in it.

Subject: Re: C&C Reborn is released!

Posted by [Goztow](#) on Sat, 24 Dec 2005 11:14:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 23 December 2005 14:33

I don't recall anyone saying there would be an update today. Even if we did say that, it's pretty hard to get an update announced without the website being operational at the moment. When everything is finally transferred to our new host, then you'll see more progress that's happened even after we left PC&C. There's a huge difference between saying we'd update and being unable to do so, you idiot.

You know the irnoic part of this? If you hadn't done this idiot move of releasing the alpha, you still would be at your old host's and none of this would have been necessary. You would only have missed a lot of attention... but then again, as you stated yourself, Sarah could also give that to you...

Subject: Re: C&C Reborn is released!

Posted by [Dave Mason](#) on Sat, 24 Dec 2005 11:52:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Do I see mass debation?

Subject: Re: C&C Reborn is released!

Posted by [Sir Kane](#) on Sat, 24 Dec 2005 13:47:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

The new hosting will be much better than the gamespy stuff.

Subject: Re: C&C Reborn is released!

Posted by [GDIrish](#) on Sat, 24 Dec 2005 16:52:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote: hahaha. like i care what you think. you are just a little bitch. that stays at home on the computer bitching at people. pfff. loser. get a life.

Quote: Actually he hunts alligators with nothing but a knife and baseball cap.

What do you do that's so exciting with your life, trolly? ^_-

I STILL laugh at your broken and shoddy English. And yes, I do hunt alligators with nothing but a knife and a baseball cap. Not big ones though. I'm not an idiot. I've got the scars to remind me as well. The head that sits on my desk could've had my arm, theoretically, if it did its spin-turn thing.

So yes, what DO you do that is interesting?

Quote: You know the irnoic part of this? If you hadn't done this idiot move of releasing the alpha, you still would be at your old host's and none of this would have been necessary. You would only have missed a lot of attention... but then again, as you stated yourself, Sarah could also give that to you...

Well, this could both be a good and bad thing for both mods(the release): For RenAlert, perhaps a bit more attention inadvertantly, but then again, people may think that we're snobby assholes. For Reborn, this could perhaps gain more attention, but then again, people realize that the so-far-ness of the mod is severely lacking.

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Sat, 24 Dec 2005 16:54:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

PiMuRho wrote on Sat, 24 December 2005 04:01 Commenting on something is not participating in it.

What fantasy world are you living in, you snobby asshole?

Subject: Re: C&C Reborn is released!

Posted by [Dan](#) on Sat, 24 Dec 2005 17:20:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

You're commenting on Reborn, does that mean you're participating in it?

Subject: Re: C&C Reborn is released!

Posted by [GDIrish](#) on Sat, 24 Dec 2005 17:29:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

In a way, yes he is.

Subject: Re: C&C Reborn is released!

Posted by [PiMuRho](#) on Sat, 24 Dec 2005 19:32:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Sat, 24 December 2005 11:54PiMuRho wrote on Sat, 24 December 2005 04:01Commenting on something is not participating in it.

What fantasy world are you living in, you snobby asshole?

Heh, fantastic.

I'm just giving an outsider's perspective on the whole debacle. If you think that's snobbery, I'm not going to lose any sleep over it.

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Sat, 24 Dec 2005 21:18:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm not going to lose any sleep over you writing something that didn't need to be written at all.

Subject: Re: C&C Reborn is released!

Posted by [PiMuRho](#) on Sat, 24 Dec 2005 21:44:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

In that case, we'll both get a great night's sleep, just in time for Christmas.

Also, just like you, I write what I want. Whether someone else thinks it necessary or not is irrelevant.

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Sat, 24 Dec 2005 21:50:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

However, you just participated in the conversation as more than just an observer. Congratulations of being guilty of the idiocy and childishness you were talking about earlier.

Subject: Re: C&C Reborn is released!
Posted by [WNxCABAL](#) on Sat, 24 Dec 2005 22:07:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

Guys Guys Guys!
C'Mon! Its almost Christmas Day!
Can we just please stop the bitching?
Its a time to forgive and to forget!

Merry Christmas All

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Sat, 24 Dec 2005 22:11:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

Merry Rebornsucksmas to you, too.

Subject: Re: C&C Reborn is released!
Posted by [Ma1kel](#) on Sat, 24 Dec 2005 22:22:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Learn me your ways to be an attention whore.

Subject: Re: C&C Reborn is released!
Posted by [Kanezor](#) on Sat, 24 Dec 2005 22:35:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Chronojam wrote on Sat, 24 December 2005 02:04 Kanezor wrote on Wed, 21 December 2005 15:19 Chronojam wrote on Wed, 21 December 2005 13:35 I: was this leak, your identical mod, or did they change it and release as their own?
R: identical and they release without our permission

Anybody else reading this get the opinion that Renardin's choppy English convinced the guy that

we stole/ripped Reborn and tried to redistribute it under two engines?

No, only retarded people would get that idea. Even through Renardin's "choppy" english, I was able to understand the conversation fairly clearly.

BREAKING NEWS!

Apparently ta-Kane-n00bjet was wrong and the ModDB guys took Renardin's broken English to mean "Renalert stole our stuff and used it in two mods!!!"

Nobody on-scene was surprised at either revelation.

Apparently sources indicate that "Kanezor" apparently did NOT "understand clearly" the conversation Renardin had with a ModDB representative. Several citizens available for comment related that "only a retarded person" wouldn't get the idea that it was in fact Renardin's "poor communication skills" that resulted in a wrongful ban of two mods.

Rumor has it that both ModDB profiles will be back online potentially within 24 hours. More as it develops. Jim, back to you in the studio.

lol you're funny

Subject: Re: C&C Reborn is released!

Posted by [ChronoJam](#) on Sat, 24 Dec 2005 23:12:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thank you.

Subject: Re: C&C Reborn is released!

Posted by [WNxCABAL](#) on Sat, 24 Dec 2005 23:34:04 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Sat, 24 December 2005 22:11 Merry Rebornsucksmas to you, too.
hehe, close enough

Subject: Re: C&C Reborn is released!

Posted by [SCOTT9](#) on Sun, 25 Dec 2005 21:16:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

hey i tell ya wat would be a great mod if ya replaced the renegade stuff with the ra1 stuff imagine killing a soviet while pwning tanks that would be a good mod and i didnt like ts anyway the terrains were rubbish no citys just wasteland

Subject: Re: C&C Reborn is released!
Posted by [Aidoneus](#) on Sun, 25 Dec 2005 21:18:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: C&C Reborn is released!
Posted by [GDIrish](#) on Sun, 25 Dec 2005 22:51:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

SCOTT9 wrote on Sun, 25 December 2005 15:16hey i tell ya wat would be a great mod if ya replaced the renegade stuff with the ra1 stuff imagine killing a soviet while pwning tanks that would be a good mod and i didnt like ts anyway the terrains were rubbish no citys just wasteland

Thats... RenAlert.

Subject: Re: C&C Reborn is released!
Posted by [U927](#) on Sun, 25 Dec 2005 22:54:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

He needs to be silenced and/or quarantined before his stupidity spreads.

Subject: Re: C&C Reborn is released!
Posted by [Renardin6](#) on Mon, 26 Dec 2005 00:56:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: C&C Reborn is released!
Posted by [idebo](#) on Mon, 26 Dec 2005 10:32:40 GMT
[View Forum Message](#) <> [Reply to Message](#)

SCOTT9 wrote on Sun, 25 December 2005 15:16hey i tell ya wat would be a great mod if ya replaced the renegade stuff with the ra1 stuff imagine killing a soviet while pwning tanks that would be a good mod and i didnt like ts anyway the terrains were rubbish no citys just wasteland
LOL

Subject: Re: C&C Reborn is released!

Posted by [Hydra](#) on Tue, 27 Dec 2005 02:44:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

SCOTT9 wrote on Sun, 25 December 2005 16:16hey i tell ya wat would be a great mod if ya replaced the renegade stuff with the ra1 stuff imagine killing a soviet while pwning tanks that would be a good mod and i didnt like ts anyway the terrains were rubbish no citys just wasteland
Quote:ya know wat i would like a ren mod to bring back ra1 characters that would be wicked imagine using a v3 launcher on a mammoth tank lol

http://www.renegadeforums.com/index.php?t=msg&goto=18351_0&rid=1504#msg_183510

Be gone, spammer.

Subject: Re: C&C Reborn is released!

Posted by [TheGunrun](#) on Tue, 27 Dec 2005 04:13:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:<http://www.apathbeyond.com/>

Is their site allways like this?

Subject: Re: C&C Reborn is released!

Posted by [Aprime](#) on Tue, 27 Dec 2005 04:21:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Holidays, foo'.

Obviously mySQL hasn't been set up yet.

Subject: Re: C&C Reborn is released!

Posted by [Aidoneus](#) on Tue, 27 Dec 2005 13:15:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

TheGunrun wrote on Mon, 26 December 2005 22:13Quote:<http://www.apathbeyond.com/>

Is their site allways like this?

Blame Renardin. It's due to his childishness that the site is like that.

Subject: Re: C&C Reborn is released!

Posted by [Goztow](#) on Tue, 27 Dec 2005 13:53:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aidoneus wrote on Tue, 27 December 2005 08:15TheGunrun wrote on Mon, 26 December 2005 22:13Quote:<http://www.apathbeyond.com/>

Is their site allways like this?

Blame Renardin. It's due to his childishness that the site is like that.
ROFL what has Renardin to do with the fact that you guys can't change your config - file to be directed to the new host?

And only blame yourself (or maybe Aircraftkiller) for being kicked from gamespy hosting...

Subject: Re: C&C Reborn is released!
Posted by [Aidoneus](#) on Tue, 27 Dec 2005 14:22:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

If Renardin wasn't such a child, he would have realised his leak came from within his own team, not from the RenAlert team, therefore he wouldn't have run crying to GameSpy, therefore we'd still be hosted by them.

Subject: Re: C&C Reborn is released!
Posted by [Ma1kel](#) on Tue, 27 Dec 2005 14:59:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

A member of the RenALert team shoulde'n't release leaked material, you should know that something like that would happen.

Subject: Re: C&C Reborn is released!
Posted by [Goztow](#) on Tue, 27 Dec 2005 15:27:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aidoneus wrote on Tue, 27 December 2005 09:22If Renardin wasn't such a child, he would have realised his leak came from within his own team, not from the RenAlert team, therefore he wouldn't have run crying to GameSpy, therefore we'd still be hosted by them.
spreading is worse than leaking. if our friend ACK would have kept it to himself, no harm would have been done neather.

Subject: Re: C&C Reborn is released!
Posted by [Aidoneus](#) on Tue, 27 Dec 2005 15:27:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Is Aircraftkiller on the Reborn team? No. So he can't have leaked the work.

Subject: Re: C&C Reborn is released!

Posted by [GDIrish](#) on Tue, 27 Dec 2005 15:33:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

The leak was committed by a member of the Reborn team. Blame him.

Example: You are a little kid at school. The class idiot wants your answers to the homework done last night. You, being the fricken awesome dude you are, give it to him. The class idiot then passes it on to HIS other friend. Thus, starts the chain, and soon everyone has your answers. Who do you blame?

The Class Idiot. TA DA.

Subject: Re: C&C Reborn is released!

Posted by [Goztow](#) on Tue, 27 Dec 2005 15:39:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

GDIrish wrote on Tue, 27 December 2005 10:33The leak was committed by a member of the Reborn team. Blame him.

Example: You are a little kid at school. The class idiot wants your answers to the homework done last night. You, being the fricken awesome dude you are, give it to him. The class idiot then passes it on to HIS other friend. Thus, starts the chain, and soon everyone has your answers. Who do you blame?

The Class Idiot. TA DA.

I actually blame both? And if your teacher for one or another reason cannot punish the class idiot, then he'll punish the one that spread it..

Subject: Re: C&C Reborn is released!

Posted by [GDIrish](#) on Tue, 27 Dec 2005 17:50:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Tue, 27 December 2005 09:39GDIrish wrote on Tue, 27 December 2005 10:33The leak was committed by a member of the Reborn team. Blame him.

Example: You are a little kid at school. The class idiot wants your answers to the homework done last night. You, being the fricken awesome dude you are, give it to him. The class idiot then passes it on to HIS other friend. Thus, starts the chain, and soon everyone has your answers. Who do you blame?

The Class Idiot. TA DA.

I actually blame both? And if your teacher for one or another reason cannot punish the class idiot, then he'll punish the one that spread it..

Why would you blame the secondary man? Isn't it not the initial man's fault? And then again, why CANT you blame the initial man?

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Tue, 27 Dec 2005 20:27:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Asshats, MySQL is set up, the site isn't always like that, and I haven't moved over the entire database yet.

And yeah, Renardin's sheer number of complaints, both false and the rare true one, are what did us in.

Subject: Re: C&C Reborn is released!
Posted by [Kanezor](#) on Tue, 27 Dec 2005 21:48:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

"omg your site sucks, it's not set up"

"omg you're an asshat cause my site isn't set up"

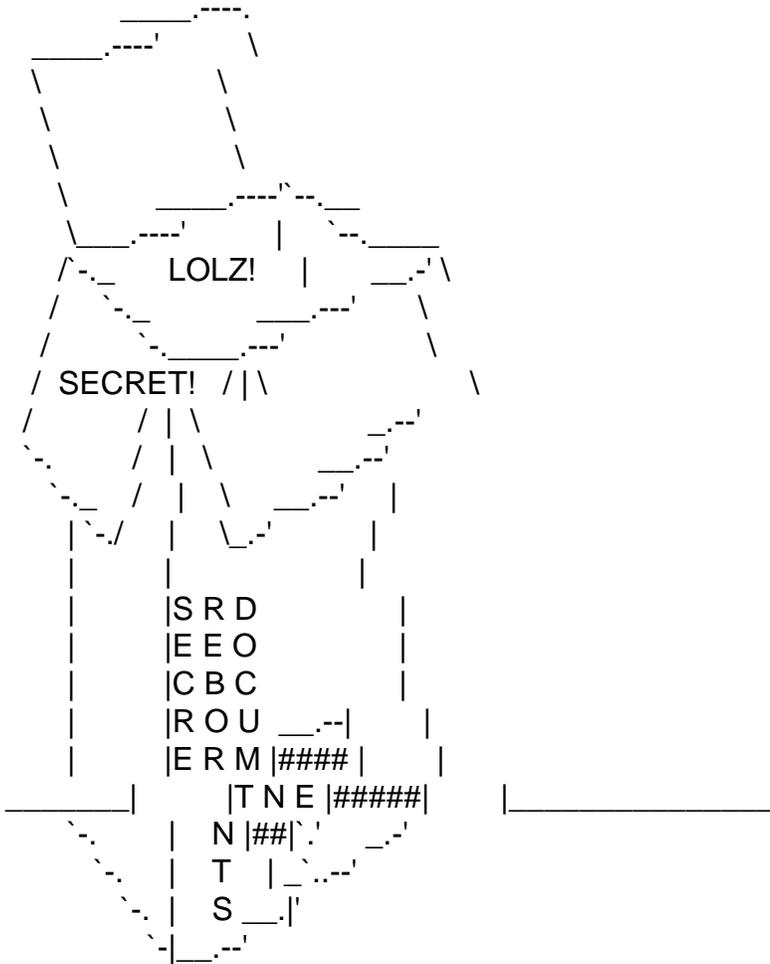
Subject: Re: C&C Reborn is released!
Posted by [Dave Mason](#) on Tue, 27 Dec 2005 23:32:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow, you're in no position to bitch about other people's websites. The KOSS2's looks like ass.

Subject: Re: C&C Reborn is released!
Posted by [Aprime](#) on Wed, 28 Dec 2005 01:09:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

*Comrade pulls out a Retardin because Chronojam said he was an asshat.

YOUR OF MY BUDDY LIST FOREVER!!! *frown* (see you tomorrow hihhi)



click on the quote button to see the actual ASCII image >:0

Subject: Re: C&C Reborn is released!
Posted by [Crimson](#) on Wed, 28 Dec 2005 01:22:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Or put the picture in [code] tags...

Subject: Re: C&C Reborn is released!
Posted by [U927](#) on Wed, 28 Dec 2005 01:32:07 GMT
[View Forum Message](#) <> [Reply to Message](#)



Posted by [Chronojam](#) on Wed, 28 Dec 2005 05:14:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Kanezor wrote on Tue, 27 December 2005 16:48"omg your site sucks, it's not set up"

"omg you're an asshat cause my site isn't set up"

You're an asshat because the site was already back up when you posted =O

I was referring to the fact he was actually asking if the site was always errored.

Subject: Re: C&C Reborn is released!

Posted by [Kanezor](#) on Wed, 28 Dec 2005 05:27:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

Chronojam wrote on Tue, 27 December 2005 23:14Kanezor wrote on Tue, 27 December 2005 16:48"omg your site sucks, it's not set up"

"omg you're an asshat cause my site isn't set up"

You're an asshat because the site was already back up when you posted =O

If that's the case, then explain how/why I had seen a lot of SQL errors when I posted?

Chronojam, I like how you insult anyone that you don't understand or agree with. It makes you special.

Subject: Re: C&C Reborn is released!

Posted by [Chronojam](#) on Wed, 28 Dec 2005 05:35:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

I like how you use sarcasm on the internet, keep a cache and don't refresh when page changes are expected, and think n00bjets are great and balanced weapons.

Subject: Re: C&C Reborn is released!

Posted by [Kanezor](#) on Wed, 28 Dec 2005 05:38:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

Chronojam wrote on Tue, 27 December 2005 23:35I like how you ... keep a cache and don't refresh when page changes are expected

Excuse me? I had never visited www.apathbeyond.com before I had posted that post. Not to mention the fact that I frequently delete my cache about every week or two, if not more often.

Subject: Re: C&C Reborn is released!
Posted by [Hydra](#) on Wed, 28 Dec 2005 05:42:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kanezor wrote on Wed, 28 December 2005 00:27Chronojam, I like how you insult anyone that you don't understand or agree with. It makes you special.
I like how you make shit up to try to tarnish someone's reputation. It makes you look like an asshole.

Subject: Re: C&C Reborn is released!
Posted by [Kanezor](#) on Wed, 28 Dec 2005 06:10:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hydra wrote on Tue, 27 December 2005 23:42Kanezor wrote on Wed, 28 December 2005 00:27Chronojam, I like how you insult anyone that you don't understand or agree with. It makes you special.
I like how you make shit up to try to tarnish someone's reputation. It makes you look like an asshole.
Where have I made shit up? I might have stressed it by saying "anyone". Otherwise, Chronojam has always been insulting to me, even if only in a subtle way. The only reason I can come up with is the fact that he disagrees with me on certain points, one in particular.

Subject: Re: C&C Reborn is released!
Posted by [terminator 101](#) on Wed, 28 Dec 2005 06:24:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Sat, 24 December 2005 17:11Merry Rebornsucksmas to you, too.

Subject: Re: C&C Reborn is released!
Posted by [Goztow](#) on Wed, 28 Dec 2005 07:58:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

The SQL-error did still exist when he posted for sure. I also had it.

The fact that he didn't understand what it was, seems logic: not everyone knows how PHP and MySQL works.

The fact that all is fixed now, in a short delay, is nice.

The fact that a lot of insults where needed once again... oh well, one gets used to it.

Subject: Re: C&C Reborn is released!

Posted by [Dave Mason](#) on Wed, 28 Dec 2005 12:29:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Do you ever post anything useful? The majority (if not all) of your posts either tell us what we already know or re-cycle what somebody else has said.

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Wed, 28 Dec 2005 17:45:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:GDI Infantry = 98%

Nod Infantry = 75%

GDI Weapons = 92%

Nod Weapons= 92%

GDI Vehicles = 60%

Nod Vehicles = 62%

GDI Buidlings = 61%

Nod Buidlings = 41%

Infantry = 87%

Weapons = 92%

Vehicles = 61%

Buildings = 51%

GDI = 78%

Nod = 68%

Overall = 73%

Here is an update assessment as of a few days ago. Individual items seem to decrease here and there, but that is due to the addition of new items. As you can see, the overall is still going up, which in the end is all that matters. Once again, these numbers only address the progression of infantry, weapons, vehicles, and buildings.

That's from 25 October, 2005. Exdeath said that their alpha was a month old, which puts it in November. So according to Exdeath's logic, that alpha is 95% done.

[http://www.cncreborn.planetcnc.gamespy.com/forum/viewtopic.p](http://www.cncreborn.planetcnc.gamespy.com/forum/viewtopic.php?t=325&postdays=0&postorder=asc&start=15&s id=a7546e9e941850f2b0eaa12351454d58)

[hp?t=325&postdays=0&postorder=asc&start=15&s id=a7546e9e941850f2b0eaa12351454d58](http://www.cncreborn.planetcnc.gamespy.com/forum/viewtopic.php?t=325&postdays=0&postorder=asc&start=15&s id=a7546e9e941850f2b0eaa12351454d58)

Subject: Re: C&C Reborn is released!

Posted by [xptek](#) on Wed, 28 Dec 2005 18:21:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

DJM wrote on Wed, 28 December 2005 07:29Do you ever post anything useful? The majority (if

not all) of your posts either tell us what we already know or re-cycle what somebody else has said.

The majority (if not all) of your posts are either you bitching or you bitching.

Subject: Re: C&C Reborn is released!

Posted by [glyde51](#) on Wed, 28 Dec 2005 18:31:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

omg lol this forum iz so werd u al r obsesd wit teh propr grammr even if u can undrstnd it izin ur logik but lol i gues u hav none roflz.

this comunity iz so lik dividid dat i lik almost creyed

Subject: Re: C&C Reborn is released!

Posted by [DrasticDR](#) on Wed, 28 Dec 2005 18:34:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

xptek wrote on Wed, 28 December 2005 13:21DJM wrote on Wed, 28 December 2005 07:29Do you ever post anything useful? The majority (if not all) of your posts either tell us what we already know or re-cycle what somebody else has said.

The majority (if not all) of your posts are either you bitching or you bitching.
Lol, I was going to post the same thing but didn't want to get bitched at.

Subject: Re: C&C Reborn is released!

Posted by [GDIrish](#) on Wed, 28 Dec 2005 18:37:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Wed, 28 December 2005 12:45Quote:GDI Infantry = 98%

Nod Infantry = 75%

GDI Weapons = 92%

Nod Weapons= 92%

GDI Vehicles = 60%

Nod Vehicles = 62%

GDI Buidlings = 61%

Nod Buidlings = 41%

Infantry = 87%

Weapons = 92%

Vehicles = 61%

Buildings = 51%

GDI = 78%

Nod = 68%

Overall = 73%

Here is an update assessment as of a few days ago. Individual items seem to decrease here and there, but that is due to the addition of new items. As you can see, the overall is still going up, which in the end is all that matters. Once again, these numbers only address the progression of infantry, weapons, vehicles, and buildings.

That's from 25 October, 2005. Exdeath said that their alpha was a month old, which puts it in November. So according to Exdeath's logic, that alpha is 95% done.

<http://www.cncreborn.planetcnc.gamespy.com/forum/viewtopic.php?t=325&postdays=0&postorder=asc&start=15&sid=a7546e9e941850f2b0eaa12351454d58>

Too bad I'm still fricken banned from that place. Demeaning Drawings FOR THE WIN.

Subject: Re: C&C Reborn is released!
Posted by [Weirdo](#) on Wed, 28 Dec 2005 19:10:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Not that I want to interfere to much in this discussion.

But how did you, Aircraftkiller, get to the calculation that the alpha is 95% complete. If 2 months ago only infantry, weapons, vehicles, and buildings were 73% overall complete? I'm missing the logic in why it should have increased 22% percent in 1 month. I might have overread something, wich might explain it.

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Wed, 28 Dec 2005 19:21:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

It's not meant to be totally accurate, I'm just making a point with the number.

Subject: Re: C&C Reborn is released!
Posted by [Dave Mason](#) on Wed, 28 Dec 2005 19:24:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

xptek wrote on Wed, 28 December 2005 18:21DJM wrote on Wed, 28 December 2005 07:29Do you ever post anything useful? The majority (if not all) of your posts either tell us what we already know or re-cycle what somebody else has said.

The majority (if not all) of your posts are either you bitching or you bitching.

Your point?

Subject: Re: C&C Reborn is released!
Posted by [xptek](#) on Wed, 28 Dec 2005 19:28:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Since you couldn't pick it up from the quote above:

stfu.

Subject: Re: C&C Reborn is released!
Posted by [Dave Mason](#) on Wed, 28 Dec 2005 19:46:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ooh good one, original.

Subject: Re: C&C Reborn is released!
Posted by [xptek](#) on Wed, 28 Dec 2005 20:16:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

DJM wrote on Wed, 28 December 2005 14:46Ooh good one, original.

Original even?

Subject: Re: C&C Reborn is released!
Posted by [Aprime](#) on Wed, 28 Dec 2005 20:16:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

DJM wrote on Wed, 28 December 2005 14:46original.

Subject: Re: C&C Reborn is released!
Posted by [Dave Mason](#) on Wed, 28 Dec 2005 20:37:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Typo. Oh my God! The horror!

Subject: Re: C&C Reborn is released!

Posted by [Jaspah](#) on Wed, 28 Dec 2005 20:55:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

this thread is funny

Subject: Re: C&C Reborn is released!

Posted by [Dan](#) on Wed, 28 Dec 2005 21:03:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

You have a broken link in your signature!

Subject: Re: C&C Reborn is released!

Posted by [Jaspah](#) on Wed, 28 Dec 2005 22:19:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

o rly?

Subject: Re: C&C Reborn is released!

Posted by [Dave Mason](#) on Wed, 28 Dec 2005 22:24:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

So I hear reborn was leaked!

Subject: Re: C&C Reborn is released!

Posted by [bandie63](#) on Wed, 28 Dec 2005 22:31:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

DJM wrote on Wed, 28 December 2005 18:24So I hear reborn was leaked!

Say it isn't so!

Subject: Re: C&C Reborn is released!

Posted by [Goztow](#) on Thu, 29 Dec 2005 08:15:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

xptek wrote on Wed, 28 December 2005 13:21DJM wrote on Wed, 28 December 2005 07:29Do you ever post anything useful? The majority (if not all) of your posts either tell us what we already know or re-cycle what somebody else has said.

The majority (if not all) of your posts are either you bitching or you bitching. Please don't quote DJM, he's ignored here but quoting always brings forwards the senceles shit he spreads...

Besides that, I think we all agree with your reply and with the fact that the obvious often still needs to be said.

Subject: Re: C&C Reborn is released!
Posted by [glyde51](#) on Thu, 29 Dec 2005 20:18:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

OMG BANANA PHONE!

AHH MOTHERLAND!

WOAH DOG HUMPING A TEDDY BEAR!

Wow, that was random, wasn't it?

Subject: Re: C&C Reborn is released!
Posted by [bandie63](#) on Thu, 29 Dec 2005 21:13:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Post count +1!

Subject: Re: C&C Reborn is released!
Posted by [Hydra](#) on Thu, 29 Dec 2005 22:00:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

OMG ITZ DEMON ELF!!!!

Subject: Re: C&C Reborn is released!
Posted by [DrasticDR](#) on Thu, 29 Dec 2005 22:28:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: C&C Reborn is released!
Posted by [Dan](#) on Thu, 29 Dec 2005 23:17:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

haha, awesome!

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Thu, 29 Dec 2005 23:32:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stay on topic, asshats; or at least vaguely close to it. I don't want this locked.

Subject: Re: C&C Reborn is released!
Posted by [rm5248](#) on Thu, 29 Dec 2005 23:35:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

Chronojam wrote on Thu, 29 December 2005 17:32Stay on topic, asshats; or at least vaguely close to it. I don't want this locked.

The topic being Aircraftkiller being an ass as usual by posting stuff from Reborn because anything besides his work sucks?

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Thu, 29 Dec 2005 23:48:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Here, read this; I wrote it for the C&CNZ guys who questioned my motives on this. Maybe you'll shut the fuck up afterward, rrandomassortednumbers.

Quote:Looking in from the outside, as Chickendippers and Sonic do, I can understand your frustration and I can also agree with why you're upset over what I've done. If I hadn't of experienced what these people do, I would probably be saying the same exact things to someone who did what I did.

The problem is my experience with the Reborn members, both past and present. They've had two teams and both of them are comprised of compulsive liars and people who intentionally get your hopes up only to find out that they were full of it all along. I released that alpha because it was given to me for that purpose alone. Their own team member left because nobody there got along with each other, and instead of doing something to further their project; they blamed their problems on me and my team and falsified their updates to say they had almost everything (75% complete: <http://www.cncreborn.planetcnc.gamespy.com...eaa12351454d58>) ready to be released in a month or two, which is blatant lying and should not be tolerated by anyone in the community.

This is how I've always felt about people that are simply doing something like this for personal glory for a few months instead of for a community that wants to play something they're making. I know they're not making any money out of it, but why commit yourself to something and promise people what you can't deliver? At least be a man, have honor, and tell them exactly what's going on. You may not be making money, but that's no excuse to consistently lie for a year just so you keep people from trying to leave to find other projects that are actually going to care about the community enough to release what they're doing and finish it off to a playable release.

I know nobody likes someone who leaks work, but unfortunately for everyone who would love to

see it as a mark against me: I didn't leak it. It was given to me, thus I could never have leaked it since I never worked in their team and I never stole anything from them. To quote Sir Phoenixx, the entire situation is like this: A (former) employee of Renardin's sneaks into his store, takes a box of private stuff, and gets away. Aircraftkiller takes photographs of this stuff, sits the box on a table, and tapes the photographs and an advertisement to come look in the box on boards and sits the signs in a public place. Renardin then randomly comes in and shoots Aircraftkiller.

That's pretty much how this all worked out. I'm getting the blame for the actions of a guy who wanted nothing more than to expose them for being liars that never got anything done. I've already tried the other ways of explaining it to people, but the problem is that nobody listens to me (or anyone else on the subject, curiously) until proof of wrongdoing is provided.

Now Sonic, I wouldn't honestly care about having my work leaked out to the public. Years ago I would have, but then I realized that it's nothing but advertisement for whatever we're doing at the moment; working on my project is more important than raising hell over a leaked file that doesn't show what we're really doing anyway. There's a good chance this next version coming up, the 1.0 release, will have something leaked early. I'll probably be ecstatic over that because I'm overjoyed to see all this high-polygon artwork that we've made go into Renegade, and a tank or building getting released early won't really matter since our team isn't ashamed of what we're making.

I gained satisfaction that justice was served, not only to myself (I know I deserve some kind of punishment since I've been enough of an ass over the years to justify whatever I get lately), but to the Reborn team for what they've failed to do in the eyes of their fans. I used to be a fan of theirs back in 2002, until they started this game where they blame me and my team for trying to help them and lie about their progress.

I won't disagree that what you're seeing right now is disheartening. However, I don't see that as justifying anyone speaking behind my back like you are here. You know I rarely visit this place, and you definitely know that if I have a problem with you I'm going to tell you about it.

I hope this ends the ordeal... We all have better things to do right now than bicker over something this pointless. Justice was served not only to myself but to my main objective, and if they continue lying I'm going to continue exposing them somehow, even if it means I'll have to write out a long report outlining exactly what they're doing so people understand that it should not be acceptable to lie, cover up your lies with blame, and kill the hopes of others off because of your lies and coverups.

Subject: Re: C&C Reborn is released!
Posted by [Nightma12](#) on Fri, 30 Dec 2005 00:44:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:they blamed their problems on me and my team and falsified their updates to say they had almost everything (75% complete:
<http://www.cncreborn.planetcnc.gamespy.com...eea12351454d58>) ready to be released in a month or two,

can you post the full link plz? id like to see where they said that they were 75% complete

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Fri, 30 Dec 2005 01:16:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

Nightma12 wrote on Thu, 29 December 2005 18:44Quote:they blamed their problems on me and my team and falsified their updates to say they had almost everything (75% complete: <http://www.cncreborn.planetcnc.gamespy.com...eaa12351454d58>) ready to be released in a month or two,

can you post the full link plz? id like to see where they said that they were 75% complete

<http://www.cncreborn.planetcnc.gamespy.com/forum/viewtopic.p>

hp?t=325&postdays=0&postorder=asc&start=15&s id=a7546e9e941850f2b0eaa12351454d58

Subject: Re: C&C Reborn is released!

Posted by [rm5248](#) on Fri, 30 Dec 2005 01:44:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 29 December 2005 18:48Quote:I hope this ends the ordeal... We all have better things to do right now than bicker over something this pointless.

We do... I hope this means that you won't be posting anything else in this thread. Or, for that matter, anything else in any other Reborn-related threads.

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Fri, 30 Dec 2005 02:15:27 GMT

[View Forum Message](#) <> [Reply to Message](#)

Put it in context, you moron. I wrote that in the C&C webmasters forum, not this one. I certainly intend to continue harassing Reborn in this thread and many others for a long time to come.

Subject: Re: C&C Reborn is released!

Posted by [genetix](#) on Fri, 30 Dec 2005 02:55:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think we've all heard enough bs from you. Bottom line is that you had NO right to release reborn's work and you deserve to be banned.

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Fri, 30 Dec 2005 03:24:45 GMT

[View Forum Message](#) <> [Reply to Message](#)

I had every right to do so, and I'm not going to be banned.

Save your rhetoric for later when I release a lot more from Reborn.

Subject: Re: C&C Reborn is released!

Posted by [genetix](#) on Fri, 30 Dec 2005 03:37:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 29 December 2005 21:24I had every right to do so, and I'm not going to be banned.

Save your rhetoric for later when I release a lot more from Reborn.

I realized you wouldn't be banned from here a long time ago. I figure if the community keeps reinforcing the idea to ban you we might get our wish one day.

You've already been banned from some renegade related sites. You should be banned from all of them by now.

Subject: Re: C&C Reborn is released!

Posted by [rm5248](#) on Fri, 30 Dec 2005 03:45:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 29 December 2005 20:15Put it in context, you moron. I wrote that in the C&C webmasters forum, not this one. I certainly intend to continue harassing Reborn in this thread and many others for a long time to come.

So, you posted it on here because...?

Subject: Re: C&C Reborn is released!

Posted by [Kanezor](#) on Fri, 30 Dec 2005 04:15:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 29 December 2005 21:24I had every right to do so
We've gone over this already. You don't have "every right" to do so. Suppose your best friend takes your computer and gives it to me. I then don't have a right to then take the files on your hard drive and give them to anyone I see. It's illegal and unethical.

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Fri, 30 Dec 2005 04:25:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

genetix wrote on Fri, 30 December 2005 16:37I realized you wouldn't be banned from here a long time ago. I figure if the community keeps reinforcing the idea to ban you we might get our wish one day.

You've already been banned from some renegade related sites. You should be banned from all of them by now.

The community rarely, if ever, gets its way concerning me. Get over it already, you pompous asshole.

What sites have I been banned from?

Kanezor: Prove I don't have the right to do it... I did it, and nobody could stop me and there was no real punishment for it. I'm going to do it again, and probably many more times until Reborn either stops sucking or just dies off like it probably will soon.

Subject: Re: C&C Reborn is released!

Posted by [Spice](#) on Fri, 30 Dec 2005 05:21:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Thu, 29 December 2005 22:24I had every right to do so, and I'm not going to be banned.

Save your rhetoric for later when I release a lot more from Reborn.

How do you figure you had the right to release our work?

It doesn't matter, you're not going to get the chance to release anything else of ours.

Subject: Re: C&C Reborn is released!

Posted by [Jecht](#) on Fri, 30 Dec 2005 05:30:14 GMT

[View Forum Message](#) <> [Reply to Message](#)

Perhaps a new forum rule? Like you shouldn't post unreleased renegade related files without the creator's consent for possibility of temporary ban. Just a suggestion.

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Fri, 30 Dec 2005 06:24:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

You say that now, but so did Retardin, DarkOmen, and Angel of Dawn.

Subject: Re: C&C Reborn is released!

Posted by [Spice](#) on Fri, 30 Dec 2005 06:53:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Fri, 30 December 2005 01:24 You say that now, but so did Retardin, DarkOmen, and Angel of Dawn.

I accept your challenge.

Subject: Re: C&C Reborn is released!

Posted by [Weirdo](#) on Fri, 30 Dec 2005 08:41:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller; I can read the 73% for only buildings infantry and buildings, but I can't find anything else in your link about an ETA of 2 months.

2 Months really sound way to small. If the mod took such a long time to get 75%, they won't do 25% in 2 months. 5 months sound at least a bit more believable. Since they also don't mention balancing, extra coding and maps in there progress calculation.

Subject: Re: C&C Reborn is released!

Posted by [Spice](#) on Fri, 30 Dec 2005 10:04:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

I would say 73% is pretty accurate, but if you add a maps category, That drops to around 50%, seeing as we have none.

Subject: Re: C&C Reborn is released!

Posted by [Mad Ivan](#) on Fri, 30 Dec 2005 14:13:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think chickendippers (CnC World/CnCCommunity.net/C&C Webbies) put it right:

Quote:

ACK, if Reborn is lying to us then we can all be extremely disappointed when the mod is released - it is not your job to prove it to us by underhanded means.

Subject: Re: C&C Reborn is released!

Posted by [bandie63](#) on Fri, 30 Dec 2005 15:13:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

Mad Ivan wrote on Fri, 30 December 2005 10:13I think chickendippers (CnC World/CnCCommunity.net/C&C Webbies) put it right:

Quote:

ACK, if Reborn is lying to us then we can all be extremely disappointed when the mod is released - it is not your job to prove it to us by underhanded means.

Amen.

Subject: Re: C&C Reborn is released!

Posted by [Aircraftkiller](#) on Fri, 30 Dec 2005 18:31:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

Don't worry, it'll be proven both ways!

Subject: Re: C&C Reborn is released!

Posted by [Dave Mason](#) on Fri, 30 Dec 2005 20:15:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Thu, 29 December 2005 08:15xptek wrote on Wed, 28 December 2005 13:21DJM wrote on Wed, 28 December 2005 07:29Do you ever post anything useful? The majority (if not all) of your posts either tell us what we already know or re-cycle what somebody else has said.

The majority (if not all) of your posts are either you bitching or you bitching.

Please don't quote DJM, he's ignored here but quoting always brings forwards the senceles shit he spreads...

Besides that, I think we all agree with your reply and with the fact that the obvious often still needs to be said.

Needs to be said? Great . Only you failed to grasp the point, I don't care whether I'm bitching or not. You do.

In fact it's surprising how easy it is to get a reaction out of you, whether I'm "on your ignore list" or not.

PS Findow, shut up.

Subject: Re: C&C Reborn is released!
Posted by [xptek](#) on Fri, 30 Dec 2005 20:19:36 GMT
[View Forum Message](#) <> [Reply to Message](#)

DJM wrote on Fri, 30 December 2005 15:15In fact it's surprising how easy it is to get a reaction out of you, whether I'm "on your ignore list" or not.

PS Findow, shut up.

It's more of a "Wow, what a closet emo." thing.

Subject: Re: C&C Reborn is released!
Posted by [Crimson](#) on Sat, 31 Dec 2005 10:05:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Stay on topic. Bullshit deleted.

Subject: Re: C&C Reborn is released!
Posted by [bandie63](#) on Sat, 31 Dec 2005 15:11:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

You could just lock it.

Subject: Re: C&C Reborn is released!
Posted by [TheGunrun](#) on Sat, 31 Dec 2005 16:31:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

bandie63 wrote on Sat, 31 December 2005 10:11You could just lock it.

Yeah....

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Sat, 31 Dec 2005 17:57:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

She's not going to lock it because you want to be idiots. Go make a spam thread so you can release all the retardation in your mind. The "spam threads I don't like to get them closed" shit stopped here a long time ago.

Subject: Re: C&C Reborn is released!

Posted by [TheGunrun](#) on Sat, 31 Dec 2005 19:09:06 GMT

[View Forum Message](#) <> [Reply to Message](#)

ACK totaly r0xors my cox0rs!!

Speaking of Retarded my Zero Hour mod "TheGunrun's Zero Hour Retarded v2.0" is now out!!
<http://cncden.com> and <http://cnc-files.com>

Subject: Re: C&C Reborn is released!

Posted by [Chronojam](#) on Sat, 31 Dec 2005 22:40:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Going to make Crimson have to come clean this again?

Subject: Re: C&C Reborn is released!

Posted by [bandie63](#) on Sat, 31 Dec 2005 23:43:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

Chronojam wrote on Sat, 31 December 2005 18:40Going to make Crimson have to come clean this again?

Or, she could lock this bullshit. Even less effort!

Subject: Re: C&C Reborn is released!

Posted by [TheGunrun](#) on Sat, 31 Dec 2005 23:53:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

bandie63 wrote on Sat, 31 December 2005 18:43Chronojam wrote on Sat, 31 December 2005 18:40Going to make Crimson have to come clean this again?

Or, she could lock this bullshit. Even less effort!

Indeed

Subject: Re: C&C Reborn is released!

Posted by [Chronojam](#) on Sun, 01 Jan 2006 01:38:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

Or you all could shut the fuck up, because even Renardin makes better posts than you lot--

broken English and random French or not. Your thread hijacking shit is dead, give it up or you'll force everybody to ignore you instead of ignoring Aircraftkiller like you'd wish.

Subject: Re: C&C Reborn is released!
Posted by [Crimson](#) on Sun, 01 Jan 2006 02:39:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

Remember, *I* am the admin here, and I decide when threads are locked. It is not your place to decide. It only takes 10 seconds to delete a bunch of posts.

Subject: Re: C&C Reborn is released!
Posted by [Aprime](#) on Sun, 01 Jan 2006 02:46:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm starting to strongly believe that Arctic deserves a ban, all he's been posting lately is irrelevant bullshit (I'm assuming it's because his Asian body is going through hormonal changes right now).

Subject: Re: C&C Reborn is released!
Posted by [glyde51](#) on Sun, 01 Jan 2006 02:54:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Mostly because this thread is teh suck.

Subject: Re: C&C Reborn is released!
Posted by [Aircraftkiller](#) on Sun, 01 Jan 2006 03:36:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

You suck worse, want Crimson to ban you? Keep it up! I'd love to see your worthless leech self get banned from here so nobody has to read your half-wit posts anymore.

Subject: Re: C&C Reborn is released!
Posted by [bandie63](#) on Sun, 01 Jan 2006 04:37:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Sat, 31 December 2005 22:39Remember, *I* am the admin here, and I decide when threads are locked. It is not your place to decide. It only takes 10 seconds to delete a bunch of posts.

'Twas just a suggestion.

Subject: Re: C&C Reborn is released!
Posted by [Jaspah](#) on Sun, 01 Jan 2006 15:05:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ahahahahahah.

Subject: Re: C&C Reborn is released!
Posted by [Jecht](#) on Sun, 01 Jan 2006 15:36:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Nice shop

Subject: Re: C&C Reborn is released!
Posted by [idebo](#) on Sun, 01 Jan 2006 16:37:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

Oh no! He has the same headset!

Subject: Re: C&C Reborn is released!
Posted by [glyde51](#) on Sun, 01 Jan 2006 23:11:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

OH EM GEE.

I got pwnt. =(

Dear Aircraftkiller,

You eat babies.

-Your friend, Arctic.

Subject: Re: C&C Reborn is released!
Posted by [DreamWraith](#) on Mon, 02 Jan 2006 01:40:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

glyde51 wrote on Sun, 01 January 2006 18:11OH EM GEE.

I got pwnt. =(

Dear Aircraftkiller,

You eat babies.

-Your friend, Arctic.

Seriously, bug off. Your baseless, and cowardice insults are doing nothing for anyone. Aside from being highly annoying.

Subject: Re: C&C Reborn is released!

Posted by [Tiberiansun292](#) on Wed, 04 Jan 2006 06:41:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

Subject: Re: C&C Reborn is released!

Posted by [Tiberiansun292](#) on Wed, 04 Jan 2006 06:41:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Sat, 31 December 2005 21:36You suck worse, want Crimson to ban you? Keep it up! I'd love to see your worthless leech self get banned from here so nobody has to read your half-wit posts anymore.

who the fuck are you to say who gets BAN. are you the admin?

Subject: Re: C&C Reborn is released!

Posted by [Chronojam](#) on Wed, 04 Jan 2006 08:27:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

He's got a lot more "status" than you'll ever have. You're just a loser, in all honesty, and haven't done anything with yourself ever. We're talking both on the net, and in-real-life. You fail in both cases.

Subject: Re: C&C Reborn is released!

Posted by [Mad Ivan](#) on Wed, 04 Jan 2006 11:05:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Chronojam wrote on Wed, 04 January 2006 03:27He's got a lot more "status" than you'll ever have. You're just a loser, in all honesty, and haven't done anything with yourself ever. We're talking both on the net, and in-real-life. You fail in both cases.

I always wondered how come you insult people, without even knowing them.
Especially newbies (seeing his post count)...

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Thu, 05 Jan 2006 00:15:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

This isn't the only place this retard goes.

Subject: Re: C&C Reborn is released!
Posted by [Tiberiansun292](#) on Thu, 05 Jan 2006 12:12:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Speak for your self.

Subject: Re: C&C Reborn is released!
Posted by [Chronojam](#) on Thu, 05 Jan 2006 21:09:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

Okay: I'm smarter and more successful than you, and I go lots of places.

Subject: Re: C&C Reborn is released!
Posted by [rm5248](#) on Thu, 05 Jan 2006 21:11:15 GMT
[View Forum Message](#) <> [Reply to Message](#)

Chronojam wrote on Thu, 05 January 2006 15:09Okay: I'm smarter and more successful than you, and I go lots of places.

Really? I go lots of places too.