Subject: Command and Conquer Online?
Posted by Anthrax on Wed, 29 Mar 2006 23:58:53 GMT
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I got side tracked one day and found myself looking at the Unreal 3
Engines Demo:
http://www.unrealtechnology.com/html/technology/ue30.shtml
As I recently re-bought Renegade (an unfortunate accident with the computer chair and the disk) it
got me thinking on what Command and Conquer Renegade would look like, rebuilt, on the Unreal
3 Engine.
I love Renegade, but it is starting to show its age badly.

As far as I can see, there are barely a thousand players playing Renegade -in total- right now,
compared to the millions of Unreal Tournament and Unreal Modification Players...
This has since opened my mind up to an exciting possibility to revive and rebirth our beloved
Renegade;
A total remake of the Multiplayer on the Unreal 3 Engine.

If you look at the technology screens on the demo, and especially those of the level design
architecture and models, can you honestly not say that you would drool at the idea of smashing
GDI bases with Flame Tanks, and grinding Nod bases into crushed debris with thick Mammoth
Tank treads in High Definition?

Personally, the idea of seeing one of my favourite gates reborn in such a glorious manner makes
me quiver in delight.

Up to 32+ players on each server blasting away in heated tank battles, air to air combat and
infantry skirmishes across the remade classic maps, such as C&C_Glacier and C&C_Metro.

The sheer quality of the remade maps compared to those on the W3D Engine would be enormous
(Example, look at Black Mesa: Source's level shots compared to that of the original Half Life) and
the opportunity to include new game modes like CTF would be fantastic.
Seeing and interacting with the 'forgotten' structures and units like the Tiberian Silos, A10
Thunderbolt and Recon Bikes in Multiplayer would be fantastic, opening the way to new strategies
and endless hours of fun.

How many of you have wished for Microphone communication in Renegade like that of Counter
Strike?
Microphone communication, quick and easy Radio Commands and Chatter would be a synch to
implement on the Unreal 3 Engine, since it would be already there.

Why not use the Battlefield 2 Engine you ask? Compared to the Unreal 3 Engine in Graphics and
Vehicle Performance, it is nigh pathetic. Plus, the Unreal Community has a large fan base.

A project like this could revive Renegade for the better, and bring thousands of new players into
the playing fold.

This type of project could even develop into an online world wide struggle between GDI and Nod,

eg, 'Territory control,' locations ranging from South America, Europe, Asia and Africa.

Would you play this TC for UT2k7?
Would the members in the UT Community play?

Command and Conquer Renegade as it was meant to be...

What's your opinion?