

---

Subject: Re: Command and Conquer Online?

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 29 Jan 2007 16:36:12 GMT

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

---

Anything Renegade can do in terms of effects is, of course, very possible with UE3. We've all seen games on this new-generation engine, like Gears of War for example, which looks great.

And yeah we are basically moving quickly with the mod, we've already got about 22 members and a load of work done.

---