
Subject: The Dead 6 - Holiday Announcement
Posted by [Dante](#) on Fri, 16 Dec 2005 10:13:36 GMT
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Ok, first off, I would like to take a few minutes and first explain why The Dead 6 became so private for the last year or so.

During the first phases of the game, we noticed that we where taking community opinions into consideration way too often over our own vision of the game. I decided that once we figured out exactly what we wanted to do with the core components of the game, that I would once again make it public, and take into consideration from that point on.

During the last year, The Dead 6 has made huge progress on deciding the game that we want to be, while most of the time mods go in a haphazard direction, and think about how they are going to do things, we decided to focus on what we are going to do first, not as we went along.

Now, with that said, I would like to formally announce the next shocker.

The Dead 6 Will Be Available as a Total Conversion for FarCry

The reason for this change is really much easier to explain then why we switched to Source engine last year. The original plan when coming off of w3d engine was to develop this game on CryEngine, due to the lengthy period that it took to get the c++ code available to the community, we made a hasty decision to switch to Source instead (publicly). As some may know, in the last months, CryTek has released a very well put together c++ SDK including the game.dll source for FarCry. With the Lua Scripting Support, the subtraction of Steam from the equation, the ability to use a WYSIWYG editor (CryEngine Sandbox), as well as c++ code, the option was simple. We have waited a good couple of months before announcing this, simply for damage control, I had planned to release a demo at the same time as this announcement, with one of our team members moving to the other side of the country, myself working 12-16 hour crunch times at work, and other members of the team dealing with the holidays, I decided not to pressure anyone, and just all enjoy our holiday seasons with our friends and family. I still hope to get a demo out by this spring, but no guarantee's, this game is very complex.

Now, with this announcement, I will be releasing quite a bit of media onto the image browser (www.dead6.net Media) in WIP and in-game shots. I will also be including the screenshots of the Ft. Mead training grounds, which was slated to be in the first release pass of the game as a training level, it will still be completed, but will be redone in CryEngine.

And finally, I have included a link at the bottom to the Staff WIKI, this is read only, and will allow members of the community to get in touch with the ideas that we are passing around to eachother and discussing in the background. Feel free to discuss these items in the general discussion forum on the Dead 6 board.

Thanks for all your support, 2006 will be a huge action packed year for The Dead 6!

Happy Holidays,
Tom "Dante" Anderson
Executive Producer, Lead Scriptor
The Dead 6

The Dead 6: Wiki
The Dead 6: Media
The Dead 6: Forum

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [Goztow](#) on Fri, 16 Dec 2005 10:46:48 GMT
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Nice, now change your "about" section

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [sterps](#) on Fri, 16 Dec 2005 10:50:57 GMT
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Wow nice concept art thanks for the little tid bits, and i wish your team goodluck in the coming year.

cheers

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [exnyte](#) on Fri, 16 Dec 2005 12:09:57 GMT
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Dammit... I bought HL2 for this.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [Naamloos](#) on Fri, 16 Dec 2005 12:23:18 GMT
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Heh, I got farcry for free with my new gfx card, so I will be able to play this mod afterall.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [Ma1kel](#) on Fri, 16 Dec 2005 12:24:19 GMT
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I bought it too for mods like Dead6.
BTW: Did you guys made a 3D model of the box of C&C95?

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [Aircraftkiller](#) on Fri, 16 Dec 2005 15:45:14 GMT
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Yet you bitched at my team for changing engines.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [Jaspah](#) on Fri, 16 Dec 2005 16:19:21 GMT
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Far Cry was \$15 at our Best Buy. Unlike Half-Life 2 and Battlefield 2 which are \$40-\$50 each.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [Viking](#) on Sat, 17 Dec 2005 03:09:49 GMT
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And I dont think people need to spent 500-700 dollars to upgrade there comps to play it

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [DarkDemin](#) on Sun, 18 Dec 2005 18:39:27 GMT
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FarCry is pretty Graphics and CPU intensive but it is more playable than HL2 and BF2 on lower end computers.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [icedog90](#) on Sun, 18 Dec 2005 18:54:33 GMT
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What are you talking about? Half-Life 2 is more playable on lower-end computers by far. Before I got a new video card, FarCry ran REALLY bad on my computer on somewhere around medium detail, when Half-Life 2 ran smooth on the highest detail settings and 1024x768 resolution.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [Hav0c](#) on Sun, 18 Dec 2005 20:47:36 GMT

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Yup, Half Life 2 takes the biscuit for graphical quality, while still running smoothly on low end systems. I should know ive got a pretty shite computer.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [rm5248](#) on Sun, 18 Dec 2005 23:20:15 GMT
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icedog90 wrote on Sun, 18 December 2005 13:54 What are you talking about? Half-Life 2 is more playable on lower-end computers by far. Before I got a new video card, FarCry ran REALLY bad on my computer on somewhere around medium detail, when Half-Life 2 ran smooth on the highest detail settings and 1024x768 resolution.

That's because HL2 puts some of the graphics load on the processor, so that the vid card doesn't have to do it all. It's something like that anyway.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [Renardin6](#) on Mon, 19 Dec 2005 00:22:27 GMT
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Far Cry is a cool game with a great engine.

HL2 or Far Cry? Both are good.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [flyingfox](#) on Mon, 19 Dec 2005 01:37:03 GMT
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This is good news, but more importantly...

16 hours a day programming?? What the f***, how do you find time to do anything else, let alone work on a commercial-quality free mod? that's integrity right..

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [icedog90](#) on Mon, 19 Dec 2005 07:08:58 GMT
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rm5248 wrote on Sun, 18 December 2005 15:20 icedog90 wrote on Sun, 18 December 2005 13:54 What are you talking about? Half-Life 2 is more playable on lower-end computers by far. Before I got a new video card, FarCry ran REALLY bad on my computer on somewhere around medium detail, when Half-Life 2 ran smooth on the highest detail settings and 1024x768

resolution.

That's because HL2 puts some of the graphics load on the processor, so that the vid card doesn't have to do it all. It's something like that anyway.

I have a pretty out-dated processor now, and Half-Life 2 still runs flawlessly with my new video card. It's called having a really good game engine. There are too many bad engines out there that just convinces a lot of people that they can't get any better.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [Dante](#) on Mon, 19 Dec 2005 18:58:48 GMT
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flyingfox wrote on Sun, 18 December 2005 17:37 This is good news, but more importantly...

16 hours a day programming?? What the f***, how do you find time to do anything else, let alone work on a commercial-quality free mod? that's integrity right there..

4-6 hours of sleep a day.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [JPNOD](#) on Mon, 19 Dec 2005 19:13:41 GMT
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Yep, a good game engine (which they actually worked on for some time) same goes for Doom 3 and UT I think.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [YSLMuffins](#) on Tue, 20 Dec 2005 01:27:42 GMT
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I'm sort of regretting my decision to buy HL2 now. Steam PISSES me off!

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [Dante](#) on Tue, 20 Dec 2005 04:39:59 GMT
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YSLMuffins wrote on Mon, 19 December 2005 17:27 I'm sort of regretting my decision to buy HL2 now. Steam PISSES me off!

ahh, you have discovered one of our hatreds as well...

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [Renx](#) on Tue, 20 Dec 2005 05:15:15 GMT
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I'd rather steam than having to download tons of "hotfixes"

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [Blazer](#) on Tue, 20 Dec 2005 10:40:09 GMT
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Steam does blow (no pun intended).

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [icedog90](#) on Tue, 20 Dec 2005 21:12:49 GMT
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Subject: Re: The Dead 6 - Holiday Announcement
Posted by [Chronojam](#) on Tue, 20 Dec 2005 22:07:16 GMT
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I don't plan on getting FarCry, this sucks ass.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [kopaka649](#) on Wed, 21 Dec 2005 00:21:00 GMT
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Good thing, I've had Farcry for a year anyways

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [genetix](#) on Thu, 22 Dec 2005 05:05:00 GMT
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I always thought farcry had a fairly good engine. I was never to happy with their current form of multiplayer though. Never tried to catch onto the new style.

I got the game cheap though. Got it for \$20 CDN 10 days before it came out. Friends and Family night at Staples Business Depot(now the company I hate with a pation). My neighbour use to work there.

Sorry for bad spelling. Its been a long day at work and I just got home.

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [DreamWraith](#) on Fri, 23 Dec 2005 09:56:15 GMT
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Ma1kel wrote on Fri, 16 December 2005 06:24I bought it too for mods like Dead6.
BTW: Did you guys made a 3D model of the box of C&C95?

yes. just a prop for office settings

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [DreamWraith](#) on Fri, 23 Dec 2005 09:59:17 GMT
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Aircraftkiller wrote on Fri, 16 December 2005 10:45Yet you bitched at my team for changing engines.

I don't recall anyone "bitching", however, i do remember people expressing their opinions on the BF2 engine from a modability standpoint. I accept of course, that i may be mistaken. Perhaps someone did bitch at you out of others earshot.

You could argue,that BF2 is close to being as flexible as source, but i doubt proof could be provided. And for that matter, neither engine is really as flexible as the SDK for CryEngine.

Aside from that, is the fact we originally wanted to go with farcry before settling on source back then. You can read more on that reasoning over at renevo.

On a side note, I see you have put APB on hold, hopefully that doesn't last too long. I was looking forward to shooting some ruskies in the BF2 engine

Subject: Re: The Dead 6 - Holiday Announcement
Posted by [DreamWraith](#) on Fri, 23 Dec 2005 10:02:43 GMT
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Chronojam wrote on Tue, 20 December 2005 16:07I don't plan on getting FarCry, this sucks ass.

I know it may be disappointing to some, but i will quote a bit of what i posted on our forums:

Quote:

"Here is my suggestion to you however- don't rule it out completely. Wait and see. If we make a release, and it actually spurs your interest enough to spend 15-20 bucks on farcry, then do it."

"I can completely understand anyones reason right now not to buy it."

"what if they switch again"

"what if they never finish"

"what if dead6 sucks"

"and i can't really argue with that. i dont feel thats how things will turn out, but i cannot provide any proof to you they won't."

"So again, all i ask, is that you not write of dead6 for good and dead. Just keep an open mind, and open eye on dead6,"..."don't make up your mind now."