
Subject: to Command & Conquer maybe?
Posted by [Alexraptor](#) on Sat, 11 Mar 2006 12:13:48 GMT
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I was just thinking, with all kinds of external applications around for Renegade, could it be possible to create a program that could communicate with renegade and get to know everything?

i had been thinking what if one could make a program that allows one to monitor everything thats going on without being in game, and i mean like in CnC graphics. the movement in game woud be translated into specialized units in a CnC type display.

A more ambitious idea is if the first is possible maybe one could make a commandable interface, in true CnC style you could point and click in a program, and the info would be sent in game and translated into mission objective tags like in single player.

So what do you think? is it even theoretically possible?

Subject: Re: to Command & Conquer maybe?
Posted by [JeepRubi](#) on Sat, 11 Mar 2006 12:31:12 GMT
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I think there is a program called ren hawk that does that just without the objectives thing.

Subject: Re: to Command & Conquer maybe?
Posted by [rm5248](#) on Sat, 11 Mar 2006 13:20:28 GMT
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Jeep Rubi wrote on Sat, 11 March 2006 06:31I think there is a program called ren hawk that does that just without the objectives thing.

I think that only works with replays though. If you could make it in real-time, that'd be really cool.

Subject: Re: to Command & Conquer maybe?
Posted by [Goztow](#) on Sat, 11 Mar 2006 13:39:49 GMT
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rm5248 wrote on Sat, 11 March 2006 08:20Jeep Rubi wrote on Sat, 11 March 2006 06:31I think there is a program called ren hawk that does that just without the objectives thing.

I think that only works with replays though. If you could make it in real-time, that'd be really cool. It works real-time too fi you want because it reads logs that are written real-time. However, after the beta of it, all progress stopped on it and we never heard anything of it anymore.

Subject: Re: to Command & Conquer maybe?
Posted by [Alexraptor](#) on Sat, 11 Mar 2006 13:51:20 GMT
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to bad, but what ye ppl think, do you think it might be possible to make a program and mod that creates objectives? it would take everything to a hole new level.

Subject: Re: to Command & Conquer maybe?
Posted by [Herr](#) on Sat, 11 Mar 2006 17:57:32 GMT
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Like spectator-mode in CS. Hehe yeah that would be something.

Subject: Re: to Command & Conquer maybe?
Posted by [RTsa](#) on Sat, 11 Mar 2006 18:09:09 GMT
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Would you really rather spectate a game than take part in it?

Also, the bandwidth lost because of spectators would be bad to the players.

Subject: Re: to Command & Conquer maybe?
Posted by [JeepRubi](#) on Sat, 11 Mar 2006 19:36:34 GMT
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I think id be cool.

Subject: Re: to Command & Conquer maybe?
Posted by [Oblivion165](#) on Sat, 11 Mar 2006 20:31:28 GMT
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Where are these logs you speak of?

Subject: Re: to Command & Conquer maybe?
Posted by [Goztow](#) on Sun, 12 Mar 2006 13:13:14 GMT
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search the stickies on ren hawk to understand.

Subject: Re: to Command & Conquer maybe?
Posted by [nopol10](#) on Tue, 14 Mar 2006 09:28:16 GMT
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RTsa wrote on Sat, 11 March 2006 13:09 Would you really rather spectate a game than take part in it?

Also, the bandwidth lost because of spectators would be bad to the players.
Try playing Wolfenstein: Enemy Territory, you'd see it lags a lot.
