
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?

Subject: Re: Command and Conquer Online?

Posted by [SuperFlyingEngi](#) on Thu, 30 Mar 2006 02:06:09 GMT

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I'll make the building and vehicle models if this idea gets traction - count me in.

Subject: Re: Command and Conquer Online?

Posted by [GrayWolf](#) on Thu, 30 Mar 2006 03:07:03 GMT

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Im pretty much a jack of all trades in game making and modding. I can do it all... however the quality of what i do maybe questionable but I can still do it all...and I'd help.

But to be honest I don't Think it will work....

but it would be cool....

i think a better Idea would be a total conversion of some sort and have everyone on the boards be a part of it.

Subject: Re: Command and Conquer Online?

Posted by [Goztow](#) on Thu, 30 Mar 2006 07:38:15 GMT

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This is a better idea than all total convert mods I've seen up to now. The only problem is to do it...

Subject: Re: Command and Conquer Online?

Posted by [GrayWolf](#) on Thu, 30 Mar 2006 08:21:50 GMT

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many hands make light work.... the more people you get involved the easier it will be.

Subject: Re: Command and Conquer Online?
Posted by [JeepRubi](#) on Thu, 30 Mar 2006 13:25:25 GMT
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Ill help, im fairly new to modding but ill do what I can if it gets going.

Subject: Re: Command and Conquer Online?
Posted by [rm5248](#) on Thu, 30 Mar 2006 15:14:37 GMT
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That would be amazingly cool---But how are you going to do it?

If you do manage to get this started, I'd help with the modeling.

Subject: Re: Command and Conquer Online?
Posted by [Fabian](#) on Thu, 30 Mar 2006 15:23:56 GMT
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I can help too. Count me in if this mod gets going.

too see past work, look at all the buildings in this mod:

<http://rising.cnc-source.com/>

Subject: Re: Command and Conquer Online?
Posted by [Anthrax](#) on Thu, 30 Mar 2006 18:12:42 GMT
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Quote:GrayWolf
many hands make light work.... the more people you get involved the easier it will be.

[Updated on: Thu, 30 March 2006 02:21]

Ah, but fewer people means less organization.
A Small, well organized team can be very productive compared to a large, unorganized team...
I've found that out the hard way in the past.

Subject: Re: Command and Conquer Online?
Posted by [Aircraftkiller](#) on Thu, 30 Mar 2006 18:17:21 GMT
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As far as I know, UT isn't an EA game. Good luck trying to get past EA's intellectual property

controls on a total conversion for another game.

Subject: Re: Command and Conquer Online?

Posted by [rm5248](#) on Thu, 30 Mar 2006 20:12:42 GMT

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Aircraftkiller wrote on Thu, 30 March 2006 12:17As far as I know, UT isn't an EA game. Good luck trying to get past EA's intellectual property controls on a total conversion for another game.

Yeah, that's the one problem I foresee.

Of course, a game with Renegade-style gameplay would probably be perfectly fine.

Subject: Re: Command and Conquer Online?

Posted by [JeepRubi](#) on Thu, 30 Mar 2006 20:45:11 GMT

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Whats the point? Yes it may increase sales for UT but it'll also advertise for the C&C universe.

Subject: Re: Command and Conquer Online?

Posted by [Anthrax](#) on Thu, 30 Mar 2006 21:37:28 GMT

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I've been talking to a few people I know (like Assassin), and apparently EA is fine with it as long as we don't rip materials from the actual game.

(Ripping Renegade models from Ren is a no no, but remaking the models from scratch is ok, for example)

The only problem I would foresee in this area would be the Sound Files...

Still, asking EA would still be a step, as long as it's made clear that no content would be ripped straight from Ren...

Subject: Re: Command and Conquer Online?

Posted by [Mad Ivan](#) on Thu, 30 Mar 2006 22:26:34 GMT

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i was having plans for a renny mod for the Source Engine some time ago since it offers a lot of possibilities, but i guess this will be fun to see

PS:Sorry for any mistakes i may have made but i went a bit too much on the beer tonight

Subject: Re: Command and Conquer Online?
Posted by [Anthrax](#) on Thu, 30 Mar 2006 22:33:56 GMT
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I was considering the Source engine, (since I'm deeply rooted in the Half Life community aswell) but after looking over the Unreal 3 Engines spec's (and playing UT2K4 aswell) it won me over.

Subject: Re: Command and Conquer Online?
Posted by [SuperFlyingEngi](#) on Fri, 31 Mar 2006 18:27:36 GMT
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Well, I say we get started tomorrow. Let's set up a sign-up sheet or something for all the positions we need filled, like

Project Lead

Coder

Animator

Character Modeller

Building Modeller

Vehicle Modeller

Weapon Modeller

Level Designer

UVW Unwrapper

Texturer

And someone to write EA a really nice letter asking if we can put "Command & Conquer Renegade" in the title of the mod.

Also, does anyone know the general specifications of this game engine yet? (Like, poly limits on models and texture sizes) And does anyone know how to do normal mapping? And has Unreal released a toolset for U3 yet?

Subject: Re: Command and Conquer Online?
Posted by [Mad Ivan](#) on Fri, 31 Mar 2006 20:14:23 GMT
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SuperFlyingEngi wrote on Fri, 31 March 2006 21:27

And someone to write EA a really nice letter asking if we can put "Command & Conquer Renegade" in the title of the mod.

Quote:Word Mark COMMAND & CONQUER RENEGADE

Goods and Services IC 009. US 021 023 026 036 038. G & S: computer game software and related instruction manuals sold together as a unit. FIRST USE: 20020226. FIRST USE IN COMMERCE: 20020226

Mark Drawing Code (1) TYPED DRAWING

Serial Number 75727440

Filing Date June 11, 1999

Current Filing Basis 1A

Original Filing Basis 1B

Published for Opposition September 26, 2000

Registration Number 2628644

Registration Date October 1, 2002

Owner (REGISTRANT) Electronic Arts Inc. CORPORATION DELAWARE 209 Redwood Shores Parkway Redwood City CALIFORNIA 94065

Prior Registrations 2171990;2206401;2274820;AND OTHERS

Type of Mark TRADEMARK

Register PRINCIPAL

Live/Dead Indicator LIVE

EA's trademark of the C&C Renegade name. Meaning that you cant use the name, no matter if you ask or not.

You can get all of EA's trademarks Here.

INTERESTING FACT:

Quote:Word Mark COMMAND & CONQUER SOLE SURVIVOR

Goods and Services (CANCELLED) IC 009. US 021 023 026 036 038. G & S: video game programs and computer game programs and instruction manuals sold as a unit therewith. FIRST USE: 19971201. FIRST USE IN COMMERCE: 19971201

Mark Drawing Code (1) TYPED DRAWING

Serial Number 75253854

Filing Date March 7, 1997

Current Filing Basis 1A

Original Filing Basis 1B

Published for Opposition November 25, 1997

Registration Number 2171990

Registration Date July 7, 1998

Owner (REGISTRANT) Westwood Studios, Inc. CORPORATION NEVADA 2400 N. Tenaya Way Las Vegas NEVADA 89128

Assignment Recorded ASSIGNMENT RECORDED

Type of Mark TRADEMARK

Register PRINCIPAL

Live/Dead Indicator DEAD

Cancellation Date April 9, 2005

Nobody owns the name "Command & Conquer Sole Survivor", since its still registered to Westwood Studios but EA didn't transfer the name when they closed WW.

Subject: Re: Command and Conquer Online?
Posted by [Lijitsu](#) on Fri, 31 Mar 2006 21:20:21 GMT
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You'll need a public relations officer aswell, if you're planning on giving updates like Reborn used to. Or possibly still does, I haven't ventured into here in awhile. Unless the project leader is doubling as one...?

Subject: Re: Command and Conquer Online?
Posted by [Anthrax](#) on Fri, 31 Mar 2006 21:58:17 GMT
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Hold your horses guys, you can't just rush into a project as big as this like that. It takes detailed planning; 3 months -at the most- of hard work on basic design documentation, research and organization. Patience is a virtue if you want this done right.

Believe me, I've learnt this the hard way many times in the past.

Now, I'm currently typing up the basic design documentation, and so far it's at 15 or so pages. When I've finished typing up, I'll show it to Titan and a few others so it can be built upon and improved untill the point where it is a viable, solid base for basic development.

Concepts and Design need to be near 100% completed before the first model blocks are slapped together. It may be a while, but games (both modifications and commercial) aren't just slapped together on a whim. (Half Life 2's Pre Production Development took several years!) This is the only way for the project to succeed...

You can't build a mansion with no foundation, can you?
Viva La Renegade!

Subject: Re: Command and Conquer Online?
Posted by [SuperFlyingEngi](#) on Fri, 31 Mar 2006 22:05:51 GMT
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But, during this write-up is when you get the team in place.

Subject: Re: Command and Conquer Online?
Posted by [Anthrax](#) on Fri, 31 Mar 2006 22:26:26 GMT
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Only when you need them. You have to build gradually, because over expansion without proper organization is crippling.
(That is what happened to Opposing Source, one of my older modification projects back when I was a newb to the game.)

At the moment, all that needs to be done is to secure hosting for a low profile forum, me to finish the bare bones of the Design document and show it to Titan and some others to help build it up into a viable base, then focus on the models etc...

Edit: And yes, sort out the permission with EA, which to be honest, I'm dreading. They will probably allow it, but the idea of being denied permission would be crippling against the dream of an updated Command and Conquer Renegade style game existing...

Subject: Re: Command and Conquer Online?
Posted by [cmatt42](#) on Fri, 31 Mar 2006 23:57:12 GMT
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Just go for it. If they say no, you can just move on with your lives. I do support this, and I hope you acquire permission.

Subject: Re: Command and Conquer Online?
Posted by [zodius1](#) on Thu, 20 Apr 2006 20:25:26 GMT
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I really like the idea i think you should go for it .im no good at modding im only a learner but i hope you get permission and it becomes a better game .I will help if im needed but i cant do much

Subject: Re: Command and Conquer Online?
Posted by [Ryan3k](#) on Fri, 21 Apr 2006 00:07:46 GMT
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Somebody's obviously smoked his share for today.

Subject: Re: Command and Conquer Online?
Posted by [JeepRubi](#) on Sat, 22 Apr 2006 12:20:54 GMT
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I'll do vehicle modeling.

Subject: Re: Command and Conquer Online?
Posted by [Jaspah](#) on Sun, 23 Apr 2006 00:26:29 GMT
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Ryan3k wrote on Thu, 20 April 2006 20:07: Somebody's obviously smoked his share for today.
Plus, the Unreal 3 Engine doesn't come out for at least a year (or pretty darn close).

Subject: Re: Command and Conquer Online?
Posted by [Anthrax](#) on Sun, 23 Apr 2006 01:06:27 GMT
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Just waiting for SGT MAY to return.

Subject: Re: Command and Conquer Online?
Posted by [Chronojam](#) on Sun, 23 Apr 2006 10:28:06 GMT
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What ever happened to Commando?

Edit: this is not a real question, nor am I unsure what happened to it.

Subject: Re: Command and Conquer Online?
Posted by [Anthrax](#) on Sun, 23 Apr 2006 16:54:42 GMT
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This is Renegade on the Unreal 3.

Commando is Tiberian Dawn on the Source Engine.

As I said before, I came to a decision that the Unreal 3 Engine was more suited for Renegades sort of gameplay.

Subject: Re: Command and Conquer Online?
Posted by [xoham](#) on Tue, 01 Aug 2006 19:21:40 GMT
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Anthrax wrote on Fri, 31 March 2006 15:58

Concepts and Design need to be near 100% completed before the first model blocks are slapped together.

It may be a while, but games (both modifications and commercial) aren't just slapped together on a whim.

(Half Life 2's Pre Production Development took several years!)

This is the only way for the project to succeed...

You can't build a mansion with no foundation, can you?

Viva La Renegade!

While I very much appreciate your careful planning, I think you should get your modeling people recruited and started on models right away. This is probably the one thing you can do in parallel with your overall game design since the art can always be tweaked or rescaled as needed. You should be able to make the basic meshes, UV, and textures in parallel with the rest of your design. You know you need them and they will take a long time. They really don't depend on anything else in my opinion.

My own limited experience with texturing tells me it can take a long long time to do the art even when you know exactly what you want.

Good luck and please keep us posted. I started a thread asking if anyone was doing this over here:

<http://www.renegadeforums.com/index.php?t=msg&th=20595&start=0&rid=21406>

Subject: Re: Command and Conquer Online?

Posted by [icedog90](#) on Wed, 02 Aug 2006 22:50:23 GMT

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SuperFlyingEngi wrote on Fri, 31 March 2006 10:27 Also, does anyone know the general specifications of this game engine yet? (Like, poly limits on models and texture sizes) And does anyone know how to do normal mapping? And has Unreal released a toolset for U3 yet?

Quote: Visual Features

- * 64-bit color High Dynamic Range rendering pipeline. The gamma-correct, linear color space renderer provides for immaculate color precision while supporting a wide range of post processing effects such as light blooms, lenticular halos, and depth-of-field.

- * Support for all modern per-pixel lighting and rendering techniques including normal mapped, parameterized Phong lighting; custom artist controlled per material lighting models including anisotropic effects; virtual displacement mapping; light attenuation functions; pre-computed shadow masks; directional light maps; and pre-computed bump-granularity self-shadowing using spherical harmonic maps.

- * Advanced Dynamic Shadowing. Unreal Engine 3 provides full support for four shadowing techniques:

- Dynamic stencil buffered shadow volumes supporting fully dynamic, moving light sources casting accurate shadows on all objects in the scene.

- Dynamic characters casting dynamic soft, fuzzy shadows on the scene using 16X-oversampled shadow buffers.
 - Ultra high quality and high performance pre-computed shadow masks allow offline processing of static light interactions, while retaining fully dynamic specular lighting and reflections.
 - Directional Light Mapping enables the static shadowing and diffuse normal-mapped lighting of an unlimited number of lights to be precomputed and stored into a single set of texture maps, enabling very large light counts in high-performance scenes.
 - * All of the supported shadow techniques are visually compatible and may be mixed freely at the artist's discretion, and may be combined with colored attenuation functions enabling properly shadowed directional, spotlight, and projector lighting effects.
 - * Powerful material system, enabling artists to create arbitrarily complex realtime shaders on-the-fly in a visual interface that is comparable in power to the non-realtime functionality provided by Maya.
 - * The material framework is modular, so programmers can add not just new shader programs, but shader components which artists can connect with other components on-the-fly, resulting in dynamic composition and compilation of shader code.
 - * Full support for seamlessly interconnected indoor and outdoor environments with dynamic per-pixel lighting and shadowing supported everywhere.
 - * Artists can build terrain using a dynamically-deformable base height map extended by multiple layers of smoothly-blended materials including displacement maps, normal maps and arbitrarily complex materials, dynamic LOD-based tessellation, and vegetation layers with procedurally-placed meshes. Further, the terrain system supports artist-controlled layers of procedural weathering, for example, grass and vegetation on the flat areas of terrain, rock on high slopes, and snow at the peaks.
 - * Volumetric environmental effects including height fog.
 - * Extensible particle system with visual editor, supporting particle physics and environmental effects.
-
-

Subject: Re: Command and Conquer Online?
Posted by [Jecht](#) on Thu, 03 Aug 2006 00:15:32 GMT
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I don't see why EA would care just as long as they don't make money off of the mod.

Subject: Re: Command and Conquer Online?
Posted by [Mad Ivan](#) on Thu, 03 Aug 2006 10:16:37 GMT
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SuperFlyingEngi wrote on Fri, 31 March 2006 10:27 And does anyone know how to do normal mapping?

There are lots lots of tutorials around. AFAIK, you can Render your normal map in 3DS and then go to photoshop for corrections.

Subject: Re: Command and Conquer Online?
Posted by [Carrierll](#) on Thu, 03 Aug 2006 16:53:16 GMT
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I have a brother who can build maps like you've never seen and I'm not far behind, esp when working from design, count me in for maps.

And sounds too
Go Nss/Anthrax

I'm too lazy: Does anyone know if UT2007 will use the UT2004 map format? COs if it will, I can start Recreating maps is a pretty automated task, until I need some new textures, cos I can't do those.

Subject: Re: Command and Conquer Online?
Posted by [RTsa](#) on Thu, 03 Aug 2006 23:05:06 GMT
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Use CryEngine2 (Crysis, by Crytek - EA's the publisher)

Anyway, I'd play it.

Subject: someone mentioned normal maps
Posted by [xoham](#) on Sun, 06 Aug 2006 02:35:52 GMT
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Here's the best info I've read on normal maps. Very good description and howto.

<http://reality.artificialstudios.com/twiki/bin/view/Main/Bum pMapping>

<http://www.ionization.net/tutsnorm1.htm>

Subject: Re: someone mentioned normal maps
Posted by [OWA](#) on Sun, 06 Aug 2006 16:50:21 GMT
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This is certainly a great idea and I hope it gets put into production. If you want anything from me just ask.

Subject: Re: Command and Conquer Online?
Posted by [Titan1x77](#) on Mon, 07 Aug 2006 17:51:46 GMT
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CarrierII, The maps will be an open world brush system similar to HL2. AFAIK, Ut2k4 was more of starting out with a world and carving your map.

Subject: Re: Command and Conquer Online?
Posted by [sniper12345](#) on Tue, 08 Aug 2006 07:38:31 GMT
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hmmm, I would be able to help in terms of audio. A bit. If I can fit this mod into my schedule.
send an email to thomas01001@gmail.com when and if you want some help.

Subject: Re: Command and Conquer Online?
Posted by [CarrierII](#) on Tue, 08 Aug 2006 15:41:57 GMT
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o.o
That doesn't quite answer my Q...

I asked wether or not Anyone knew if Epic were sticking with the .ut2 map format for 2007... if we are still using that engine.. :/

Subject: Re: Command and Conquer Online?
Posted by [Titan1x77](#) on Tue, 08 Aug 2006 22:05:08 GMT
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no, new engine, new way of using brush work.

Subject: Re: Command and Conquer Online?
Posted by [CarrierII](#) on Wed, 09 Aug 2006 12:36:04 GMT
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Then I will probably be forced to withdraw my offer about mapping, unless a program that I can use is found :/ Sorry.

Are using UT2007 or Crysis? I hope UT2007 Cos I'll be buying that.

Subject: Re: Command and Conquer Online?
Posted by [xoham](#) on Mon, 14 Aug 2006 16:22:30 GMT
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What about starting the work on the UT2 engine and porting it when 2007 comes out? They postponed it to "second half" 2007 which, taken to its extreme, means a year away. You could be done on UT2 by then and then port it over. They may even provide conversion utilities.

Subject: Re: Command and Conquer Online?
Posted by [agent6998](#) on Thu, 17 Aug 2006 00:39:17 GMT
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Hey, that's a good idea. Maybe this could be our own little petition and we can send it to Westwood! What? It's possible they can remake it. They can call it Renegade Reborn and they can also make it for the XBox and XBox 360 so you can use the microphone talk.

Subject: Re: Command and Conquer Online?
Posted by [EvilWhiteDragon](#) on Thu, 17 Aug 2006 07:59:54 GMT
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in probably less then a month I will get a dedicatedserver on which I'm going to run a couple of renegade servers and a webhost. If you need hosting, you can get it with me. And as soon as you got a stable release I will host a server for it too.

I already though about making a renegade mod for UT2007 and my guess is that it shouldn't be to hard, it's just the scripts that has to be build that will be the most difficult. And you could think about porting the maps from always.dds, so that ppl that want to play the mod will need the original renegade , and that you will have original skins and maps too. That would also save loads of time I think, presuming you can convert the maps.

Subject: Re: Command and Conquer Online?
Posted by [Mad Ivan](#) on Thu, 17 Aug 2006 08:05:02 GMT
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agent6998 wrote on Thu, 17 August 2006 03:39Hey, that's a good idea. Maybe this could be our own little petition and we can send it to Westwood! What? It's possible they can remake it. They can call it Renegade Reborn and they can also make it for the XBox and XBox 360 so you can

use the microphone talk.

Westwood is dead, EA is making the C&C's.
EA won't remake or port it to *anything*, it's just their practice.

Subject: Re: Command and Conquer Online?
Posted by [Saga](#) on Sun, 20 Aug 2006 07:04:26 GMT
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Perhaps I'm naive, but wouldn't it be better to just begin work of Ren in the UTK4 since some of the work has already been undertaken?
Perhaps conversion to the newer utk7 would be accomplished more quickly if the grunt work were done in utk4.

Subject: Re: Command and Conquer Online?
Posted by [LR01](#) on Sun, 20 Aug 2006 08:22:14 GMT
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But doesn't UTK7 requires loads and loads of pc if you wanna run it on high?

(mean you need to have the newest pc existing?)

Subject: Re: Command and Conquer Online?
Posted by [light](#) on Sun, 20 Aug 2006 10:32:07 GMT
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I can't commit right now but once this starts going I may have some free time. (Hopefully)

I am willing to help with setting up a site and maintenance etc. PM me if you would like contact details.

Subject: Re: Command and Conquer Online?
Posted by [Carrierll](#) on Tue, 22 Aug 2006 16:20:31 GMT
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UT 2007 won't need the world's best PC, just it won't run on pentium three's either...

Subject: Re: Command and Conquer Online?

Posted by [LR01](#) on Tue, 22 Aug 2006 18:44:36 GMT

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Will it run on my pc?

(It can handle UT2004 at high perfect)
(2.8 GHZ , NVIDIA GeForce FX 5600 , 512 RAM)

Subject: Re: Command and Conquer Online?

Posted by [warranto](#) on Tue, 22 Aug 2006 21:57:53 GMT

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Preliminary UT2007 System Requirements

Minimum Requirements

CPU: 2.8Ghz

RAM: 512MB

Graphics: Geforce 6 series

Recommended System

CPU: 3-4Ghz

RAM: 1024MB

Graphics: NVIDIA 6800GT/Ultra or 7800GT/GTX SLI

http://unreal.freakygaming.com/pc/action/unreal_tournament_2_007/system_requirements.html

Subject: Re: Command and Conquer Online?

Posted by [Carrierll](#) on Tue, 22 Aug 2006 22:12:15 GMT

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Told you it wouldn't run on P3's

I'll be needing a new PC ^^ :/

Subject: Re: Command and Conquer Online?

Posted by [xoham](#) on Fri, 15 Sep 2006 20:41:39 GMT

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Saga wrote on Sun, 20 August 2006 02:04

Perhaps I'm naive, but wouldn't it be better to just begin work of Ren in the UTK4 since some of the work has already been undertaken?

Perhaps conversion to the newer utk7 would be accomplished more quickly if the grunt work were done in utk4.

Ditto.

Anything started on this?

Subject: Re: Command and Conquer Online?
Posted by [Saga](#) on Wed, 27 Sep 2006 00:57:30 GMT
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xoham,

There was some work done about 1 1/2 years ago and abandoned for whatever reason. I suspect Ren in UT 2007 will be marvelous. We have ran a solo 40 paler Ren server on opti box and still experience twinges of lag - however, that same box supports 4 32 player UT2004 servers with TS without Ren running and best of all lag isn't an issue. These are exciting times for Renegade again.

Subject: Re: Command and Conquer Online?
Posted by [LR01](#) on Thu, 28 Sep 2006 17:44:05 GMT
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but how do you mod for Renegade when it is modded with UT?

Subject: Re: Command and Conquer Online?
Posted by [xoham](#) on Mon, 02 Oct 2006 03:42:14 GMT
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Then somebody is doing this? Is there anywhere I can read about the progress?

Subject: Re: Command and Conquer Online?
Posted by [Saga](#) on Thu, 05 Oct 2006 01:07:00 GMT
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Xoham,

Here are a few links per your request. They are old, but may be a starting point for your search.

http://www.ataricomunity.com/forums/archive/index.php/t-367_813.html

<http://www.freewebs.com/kholonar/>

http://www.ataricomunity.com/forums/archive/index.php/t-412_845.html

<http://www.fileplanet.com/148797/140000/fileinfo/UT2004-C&am p;C-Vehicle-Mutator>
<http://www.ataricomunity.com/forums/showthread.php?s=&t hreadid=394781&perpage=30&pagenumber=1>

pics.

<http://www.tiberiumsun.com/downloads/images/stealthtank1.jpg>
<http://z3.invisionfree.com/UTCC/index.php?act=Attach&typ e=post&id=701143>

old Forums:
<http://z3.invisionfree.com/UTCC/index.php?act=idx>

Hope this helps in answering some of your questions.

Subject: Re: Command and Conquer Online?
Posted by [Jaspah](#) on Thu, 05 Oct 2006 02:20:16 GMT
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Just do it for UT2004, it will look fine imo.

Subject: Re: Command and Conquer Online?
Posted by [Broadus](#) on Mon, 09 Oct 2006 04:34:37 GMT
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This sounds like an awful lot of work for an improved version of a game that already exists... Not that it's a bad idea or anything.

Subject: Re: Command and Conquer Online?
Posted by [xoham](#) on Tue, 24 Oct 2006 14:54:52 GMT
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After playing BF2142 all weekend, it occurred to me that the experience was close enough to renegade, and with much cooler graphics, better network handling, unlocks to achieve, etc. that I won't hold my breath for any total conversions to Renegade anymore.

Subject: Re: Command and Conquer Online?

Posted by [icedog90](#) on Tue, 24 Oct 2006 23:22:24 GMT

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Battlefield 2 and up sucks. I'd have more fun in Renegade than either of those games.

Subject: Re: Command and Conquer Online?

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 29 Jan 2007 05:59:36 GMT

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I know this is a huge bump, but I'd like to let you guys know that this mod has gotten underway ever since the first post here.

As some of you already know it's called Renegade 2007 now, and we've recently made our Forums available. It is a mod for the upcoming game Unreal Tournament 2007 and it's intended to remake C&C Renegade on this new-generation engine. Currently we have fairly large development team. We've been working since about March last year and have quite a bit of work done.

All of our members come straight from the C&C community, and I'm sure a lot of them are familiar faces to people who keep up with mods like Reborn and ApocRising.

We've got a few spots open, we're looking for 2 more character modellers, a coder, and 2 more texture artists.

If you wanna take a look, drop by our forums at www.renegade2007.com

You could see our News section.. by registering you'll also be able to view our WIP section. If you have any questions you can stop by at our site and post them.

Subject: Re: Command and Conquer Online?

Posted by [Jerad2142](#) on Mon, 29 Jan 2007 06:29:50 GMT

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(In a Super Smash Bros Announcer voice) Super Blur Blast, You can't See!

You guys better get a move on before Renegade develops more special effects.

Subject: Re: Command and Conquer Online?

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

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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.

Subject: Re: Command and Conquer Online?
Posted by [Jerad2142](#) on Tue, 30 Jan 2007 06:47:55 GMT
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What I meant was the real Renegade engine is coming out with new effects slowly.

Subject: Re: Command and Conquer Online?
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 30 Jan 2007 17:29:52 GMT
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Jerad Gray wrote on Tue, 30 January 2007 01:47: What I meant was the real Renegade engine is coming out with new effects slowly.

I know that's what you meant, and I'm just saying that whatever improvements Renegade undergoes, we can add onto the mod.
