
Subject: What happened?

Posted by [Distrbd21](#) on Thu, 23 Oct 2008 07:24:35 GMT

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What happened to C&C man no one want's to do real modding anymore let alone play it i don't see any topic besides mine that is really about modding i would hope people will stay playing renegade i wouldn't want to play my self all the time even know i can't play it now but still.

I know C&C is getting new game's and mod's but come on does anyone even play aftermath or covert ops? i have never herd of thos until i got TFD but still don't help me much cause of this piece of shit laptop.

Subject: Re: What happened?

Posted by [Goztow](#) on Thu, 23 Oct 2008 07:30:04 GMT

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In before crimson's statistics showing 10.000 logins during the last month.

Subject: Re: What happened?

Posted by [Distrbd21](#) on Thu, 23 Oct 2008 07:47:25 GMT

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Goztow wrote on Thu, 23 October 2008 02:30In before crimson's statistics showing 10.000 logins during the last month.

yes but I'm not really talking about people not playing just really about modding i don't even see any good thing in mod forum no body is modding anymore.

i wish they would.

But i guess i will have to w8 till i get my desktop and start making them meself...

Subject: Re: What happened?

Posted by [Dave Anderson](#) on Thu, 23 Oct 2008 08:14:54 GMT

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If you're looking for full-blown mods, look up Apocolypse Rising, A Path Beyond, Reborn, or RenegadeX (not for Renegade, but worth the mention over the others)

Subject: Re: What happened?

Posted by [MGamer](#) on Thu, 23 Oct 2008 08:23:50 GMT

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Dave Anderson wrote on Thu, 23 October 2008 03:14 If you're looking for full-blown mods, look up Apocalypse Rising, A Path Beyond, Reborn, or RenegadeX (not for Renegade, but worth the mention over the others)

those are standalone games based on the w3d engine(excluding RenegadeX) he is talking about mods like RP2

Subject: Re: What happened?

Posted by [bisen11](#) on Thu, 23 Oct 2008 16:02:18 GMT

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RP2 is essentially a map tho, not a mod. Unless they're doing it in .pkg but no one does that anymore. So if you don't consider full conversions as mods, and people do those instead of .pkg what are you left with? Drop mods?

Subject: Re: What happened?

Posted by [u6795](#) on Thu, 23 Oct 2008 18:48:39 GMT

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Why does everyone on this forum act like the Renegade community is the only community for the entire C&C series?

Have none of you ever visited PPM? Tiberiumweb (when it was up..?)

Revora/CnC Guild.. there are infinite other C&C communities, big and small, but they seem to be doing alright. Sure things have slowed down in terms of the older games (RA2/TS,) but thanks to the newer games being released, C&C is definitely not dying.

The original Command and Conquer is still widely played in terms of the campaign. Multiplayer is hard to access without like hamachi these days, but I still play it occasionally. Same with the original RA.

Also, Rp2 is a pkg mod. So yes, technically speaking, it's the only "mod" for Renegade currently being worked on that isn't standalone. (I'm probably forgetting some others, but yeah)

Subject: Re: What happened?

Posted by [Scrin](#) on Thu, 23 Oct 2008 19:09:19 GMT

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Distrbd21 wrote on Thu, 23 October 2008 02:24 What happened to C&C man no one want's to do real modding anymore let alone play it i don't see any topic besides mine that is really about modding i would hope people will stay playing renegade i wouldn't want to play my self all the time even know i can't play it now but still.

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covert ops? i have never herd of thos until i got TFD but still don't help me much cause of this piece of shit laptop.
il trying to play RA Aftermath online with Westwood Chat 2 months ago, but its no longet available

Subject: Re: What happened?
Posted by [MGamer](#) on Thu, 23 Oct 2008 19:36:47 GMT
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bisen11 wrote on Thu, 23 October 2008 11:02RP2 is essentially a map tho, not a mod. Unless they're doing it in .pkg but no one does that anymore. So if you don't consider full conversions as mods, and people do those instead of .pkg what are you left with? Drop mods? well.... then the Nitro mod and the Virtual Westwood Museum Mod

Subject: Re: What happened?
Posted by [R315r4z0r](#) on Thu, 23 Oct 2008 19:44:49 GMT
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The reason is because there isn't really a DRIVE to mod anymore.

The reason why people mod is because the games used to come far in between, leaving the players with enough time to get board with the real game and brainstorm what they can do to make it the way they want... then put it into action.

However, now EA is releasing C&C games basically every year, so there really is no overall desire to mod because of the increase of C&C games recently.

Subject: Re: What happened?
Posted by [Dave Anderson](#) on Thu, 23 Oct 2008 19:46:33 GMT
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While the total conversions are stand-alone, they're still nothing more than mods.

Subject: Re: What happened?
Posted by [LR01](#) on Thu, 23 Oct 2008 19:49:54 GMT
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Dave Anderson wrote on Thu, 23 October 2008 21:46While the total conversions are stand-alone, they're still nothing more than mods.

yep, most "mods" have there own forum and won't post anything on this forum, so there are mods, just not here.

Subject: Re: What happened?

Posted by [MGamer](#) on Fri, 24 Oct 2008 05:21:32 GMT

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am almost sure that when they release renegade 2 (2010) they are going to give ren for free

Subject: Re: What happened?

Posted by [GEORGE ZIMMER](#) on Fri, 24 Oct 2008 05:28:06 GMT

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C&C is far from dying. I'd go so far to say it's up there with other classic games (Sonic, Mario, Doom, etc) to miraculously survive. Sure, they have new games here and there, but even the older games still get attention.

It's pretty impressive.

And rp2 is a mod. It has multiple maps now (Deathmatch, etc), and the amount of new content is damn near mod worthy. It WAS at a time meant to be transfered to total conversion status, but as far as I know, Blazea58 didn't want to because of the fact that he wanted it to be a bit more simple to just download and play. Which is understandable, because total conversions can be a bit confusing at times. Plus, it separates it more from the original game's community.

That aside, I know for a fact there's still other mods in the works right now. BFD, SCUD Storm, and some others are just a few.

For Aftermath and Covert Ops, no shit they don't get as much attention. Do people always refer to Firestorm way more than Tiberian Sun? No, because Firestorm is an expansion, lol. They're just expansion packs, not entirely new games. So when people reference RA1 and C&C95 (AKA, TD), they usually mean their expansions included. Some exceptions obviously (Storyline stuff), but otherwise, yeah.

Subject: Re: What happened?

Posted by [Lone0001](#) on Fri, 24 Oct 2008 06:23:27 GMT

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MGamer wrote on Fri, 24 October 2008 01:21am almost sure that when they release renegade 2 (2010) they are going to give ren for free

more like 2018 knowing EA

Subject: Re: What happened?

Posted by [GEORGE ZIMMER](#) on Fri, 24 Oct 2008 06:27:21 GMT

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HOW TO MAKE A GAME: THE EA WAY

- Step 1: Start game at year A.
 - Step 2: Hire more management than actual staff.
 - Step 3: Wait until 3 years after start of game development to announce to the public.
 - Step 4: Hire more management.
 - Step 5: Wait another year for game to become known.
 - Step 6: Cancel said game due to lack of proper developers.
 - Step 7: ???
 - Step 8: DRM
-

Subject: Re: What happened?

Posted by [Lone0001](#) on Fri, 24 Oct 2008 06:34:20 GMT

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Cabal8616 wrote on Fri, 24 October 2008 02:27HOW TO MAKE A GAME: THE EA WAY

- Step 1: Start game at year A.
- Step 2: Hire more management than actual staff.
- Step 3: Wait until 3 years after start of game development to announce to the public.
- Step 4: Hire more management.
- Step 5: Wait another year for game to become known.
- Step 6: Cancel said game due to lack of proper developers.
- Step 7: Count all of their money
- Step 8: DRM

Fixed

Subject: Re: What happened?

Posted by [MGamer](#) on Fri, 24 Oct 2008 19:12:51 GMT

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Lone0001 wrote on Fri, 24 October 2008 01:34Cabal8616 wrote on Fri, 24 October 2008 02:27HOW TO MAKE A GAME: THE EA WAY

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- Step 6: Cancel said game due to lack of proper developers.
- Step 7: Count all of their money
- Step 8: DRM

Fixed

if they havent selled the game then how they got the money

Subject: Re: What happened?

Posted by [mr£Ä\\$Ä-z](#) on Fri, 24 Oct 2008 19:42:46 GMT

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With Money cheat

Subject: Re: What happened?

Posted by [MGamer](#) on Sat, 25 Oct 2008 02:14:11 GMT

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madrackz wrote on Fri, 24 October 2008 14:42With Money cheat
fucking h4x0rs.....

Subject: Re: What happened?

Posted by [Lone0001](#) on Sat, 25 Oct 2008 03:00:04 GMT

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Money from their other finished(but not really finished) failed games I mean...

Subject: Re: What happened?

Posted by [nopol10](#) on Sat, 25 Oct 2008 03:08:18 GMT

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From what I see, small little mods that normally would be played by quite a number of people are not getting the attention they deserve (Westwood Museum Mod) probably because lots of the new Renegade players from the TFD generation don't know where the Renegade community is centred around. They don't know that GameMaps.net contains a ton of Renegade stuff and there's no easily accessible website (other than www.renegadecommunity.com, which they don't know about) to link them there.

In short, more focus on small but great mods and greater attention in here should be needed.

Subject: Re: What happened?

Posted by [thrash300](#) on Mon, 27 Oct 2008 18:38:13 GMT

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Distrbd21 wrote on Thu, 23 October 2008 02:24What happened to C&C man no one want's to do real modding anymore let alone play it i don't see any topic besides mine that is really about modding i would hope people will stay playing renegade i wouldn't want to play my self all the time

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I know C&C is getting new game's and mod's but come on does anyone even play aftermath or covert ops? i have never herd of thos until i got TFD but still don't help me much cause of this piece of shit laptop.

There are made enought mods now and I am not sure if anybody plays them or not.
