
Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Thu, 13 Nov 2003 14:47:30 GMT

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Here are some Work-in-Progress screenshots from C&C Commando mod.

Main Menu:

<http://www.cannis.net/commando/images/commando01.jpg>

New Dive move

Sakura

Sakura

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Fri, 14 Nov 2003 18:51:27 GMT

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Subject: C&C Commando Development Screenshots
Posted by [Ferhago](#) on Fri, 14 Nov 2003 19:01:56 GMT

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Ummm isnt this EXACTLY the same thing as renegade?

Why don't you make him a Nod commando that way it wont be so reminiscent of renegade

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Fri, 14 Nov 2003 19:25:56 GMT

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Subject: C&C Commando Development Screenshots
Posted by [NHJ BV](#) on Sun, 16 Nov 2003 16:15:58 GMT

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I think a bunch of skins (for the Nod buggy etc.) would have a better chance of being finished anytime soon, and it'll be easier to play with either.

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Sun, 16 Nov 2003 18:55:59 GMT
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Subject: C&C Commando Development Screenshots
Posted by [Spike](#) on Sun, 16 Nov 2003 18:58:05 GMT
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SeaManYes, but that's not what I'm looking for.

It's not possible to change the vehicle shape without making a new model.

Oh BTW, here's something I made:

Urban Camo Buggy

<http://www.cannis.net/commando/images/ucamobggy.jpg>

That reminds me more of a snow camo buggy.

Subject: C&C Commando Development Screenshots
Posted by [NHJ BV](#) on Mon, 17 Nov 2003 10:26:32 GMT
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SeaManYes, but that's not what I'm looking for.

It's not possible to change the vehicle shape without making a new model.

As much as I like the older models from those E3 movies, not many people will download your mod, let alone that anyone is going to host it for internet play. Even the best mod maps are only rarely being hosted on a regular basis.

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Mon, 17 Nov 2003 13:33:11 GMT
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Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Wed, 19 Nov 2003 20:03:51 GMT
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Subject: C&C Commando Development Screenshots
Posted by [PCWizzardo](#) on Wed, 19 Nov 2003 20:22:03 GMT
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I would love to play it! Ever since seeing those videos, I am REALLY angry at EA for making Westwood remove the vehicle-enter animations and the driver visible in vehicle! I also liked the old models better! I say, GO FOR IT :bigups:
(added a minute later)
About the visible driver, I have wondered if using the LEGACY_vehicle_enter transitions would do anything different. What do they do?

Subject: C&C Commando Development Screenshots
Posted by [Try_lee](#) on Wed, 19 Nov 2003 22:51:59 GMT
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Wasn't the RenAlert team going to make a mod to convert Renegade to TD after the current project, using the stuff given to Aircratkiller by WS?

Subject: C&C Commando Development Screenshots
Posted by [Sir Phoenixx](#) on Thu, 20 Nov 2003 03:26:59 GMT
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Try_leeWasn't the RenAlert team going to make a mod to convert Renegade to TD after the current project, using the stuff given to Aircratkiller by WS?

<http://www.renegadeforums.com/viewtopic.php?p=12700>

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Thu, 20 Nov 2003 07:16:36 GMT
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Too bad it's going to be a long time before we can see ingame screenshots.

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Mon, 15 Mar 2004 14:46:20 GMT
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Bump..

Added some screenies to first post.

Subject: C&C Commando Development Screenshots
Posted by [Try_lee](#) on Mon, 15 Mar 2004 15:29:22 GMT
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lol... and deleted the rest!
Still, it'd be a nice thing to see... as would that GDI soldier posted 11 months ago.

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Mon, 15 Mar 2004 17:15:36 GMT
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Try_leelol... and deleted the rest!
Still, it'd be a nice thing to see... as would that GDI soldier posted 11 months ago.

I wish I could able to delete my own posts...

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Sat, 27 Mar 2004 00:13:00 GMT
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Rockets red glare.

This is a such mess...

Working out.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sat, 27 Mar 2004 00:34:08 GMT
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I take it those ovals of blood are from being shot? If so, explain how you did it, I'd like to implement that into Renegade Alert. We already have blood textures for that purpose ready, just no use for them yet.

Subject: C&C Commando Development Screenshots
Posted by [SomeRhino](#) on Sat, 27 Mar 2004 00:43:49 GMT
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Looks like an explosion attached the the MiniGunner with a blood decal instead of a black crater one. I may be wrong.

Subject: C&C Commando Development Screenshots
Posted by [E!](#) on Sat, 27 Mar 2004 00:50:49 GMT
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idea.

Subject: C&C Commando Development Screenshots
Posted by [drunkill](#) on Sat, 27 Mar 2004 02:22:24 GMT
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i like some of the screens, i love the push ups, i used to love the little dudes working out on C&C, it was so fun. i also noticed that in renalet, they roll there necks and streach there arms, i like the idle animations, good job.

EDIT: i also like the blood, except for that shot wherre hes on the ground, looks weird. and the rockets. much better.

Subject: C&C Commando Development Screenshots
Posted by [Sanada78](#) on Sat, 27 Mar 2004 02:34:58 GMT
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Either you've modified the blood emitter (when the soldiers get shot) to some how disperse a projectile which in this case leaves a blood texture when it hits an object.

Or, you've done as SR said, gave the infantry a death animation that emits a random/fixed shower of projectiles that produce the blood texture upon hitting an object.

(I don't think you can do any of that but anyway)

Or, I'm just talking out of my arse.

Anyway, It's impressive to see what you've managed to do.

Subject: C&C Commando Development Screenshots

Posted by [drunkill](#) on Sat, 27 Mar 2004 04:18:39 GMT

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hmm intresting, im just wondering. will the blood stay there for along time? or only for a while? and will he bleed more? i doubt he will, but still.

Subject: C&C Commando Development Screenshots

Posted by [Blazer](#) on Sat, 27 Mar 2004 05:11:35 GMT

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SeaManTry_leelol... and deleted the rest!

Still, it'd be a nice thing to see... as would that GDI soldier posted 11 months ago.

I wish I could able to delete my own posts...

When you edit a post, there is a checkbox option at the bottom to delete it.

Subject: C&C Commando Development Screenshots

Posted by [Deactivated](#) on Sat, 27 Mar 2004 10:40:19 GMT

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The questions arise...

AircraftkillerI take it those ovals of blood are from being shot? If so, explain how you did it, I'd like to implement that into Renegade Alert. We already have blood textures for that purpose ready, just no use for them yet.

Hmm, as you didn't want to contribute to this mod (Westwood models), I'm not sure if I should contribute something in to your mod.

<http://renegade.the-pitts.net/index.php?act=ST&f=2&t=6834>

SomeRhinoLooks like an explosion attached the the MiniGunner with a blood decal instead of a black crater one. I may be wrong.

Maybe yes, maybe not

Sanada78Either you've modified the blood emitter (when the soldiers get shot) to some how disperse a projectile which in this case leaves a blood texture when it hits an object.

Anyway, It's impressive to see what you've managed to do.

Simple texture change for the emitter, that is all.

drunkillhmm intresting, im just wondering. will the blood stay there for along time? or only for a while? and will he bleed more? i doubt he will, but still.

At the moment they're stay there as long the count doesn't exceed 30. I might need to work more on that.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sat, 27 Mar 2004 20:50:40 GMT
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So be it, don't contribute to our game.

I'm not going to give you all of the assets I own just so you start telling me some hack you had to use in order to get some goofy looking blood ovals to show up on the ground.

Subject: C&C Commando Development Screenshots
Posted by [bigejoe14](#) on Sun, 28 Mar 2004 01:00:02 GMT
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But I want blood.

Subject: C&C Commando Development Screenshots
Posted by [Gernader8](#) on Sun, 28 Mar 2004 03:43:17 GMT
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I think Kroger is having a special on Chicken blood today....go knock yourself out.

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Sun, 28 Mar 2004 07:35:45 GMT
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AircraftkillerSo be it, don't contribute to our game.

I'm not going to give you all of the assets I own just so you start telling me some hack you had to use in order to get some goofy looking blood ovals to show up on the ground.

It's a mod, not a game. Renegade is the game. Renegade Alert is the mod.

So if you don't want blood after all, why you did ask how to implement them to Renegade Alert? And weren't you looking for something where you could use those models instead of just letting them rot on your harddrive?

I don't need everything, only these: Harvester, Flame Tank, Recon Bike and Nod Cargo Truck. That leaves out the Medium Tank and Nod Light Tank. And the those goofy looking blood ovals

can be improved.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sun, 28 Mar 2004 08:00:18 GMT
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That's like saying Red Alert was a "mod" of Tiberian Dawn. Simply because an ex-Westwood Studios associate and a group of dedicated personnel doesn't make it a "mod."

The fact is that the game utilizes little from Renegade, the rest of it being completely different. Exactly like Red Alert.

I wanted blood decals to show up when shot, as per modern games. Since you're not going to cooperate with me and tell me how to do it, I'm sure we're capable of finding it out ourselves, if it's even worth the effort.

I'm not exchanging my possessions for something simple. I don't have any plan to exchange them for anything pertaining to Renegade.

Subject: C&C Commando Development Screenshots
Posted by [sniper12345](#) on Sun, 28 Mar 2004 08:09:18 GMT
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Then why did you ask in the first place?

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sun, 28 Mar 2004 08:15:08 GMT
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Because, if you had bothered to read anything I wrote above your post, I asked because I wanted to know.

Since he doesn't want to cooperate, we can find out ourselves. It's not as if we haven't done this before.

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Sun, 28 Mar 2004 08:26:38 GMT
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Aircraftkiller

Since he doesn't want to cooperate, we can find out ourselves. It's not as if we haven't done this before.

I'm not exchanging my possessions for something simple. I don't have any plan to exchange them for anything pertaining to Renegade.

The reason why I'm not quite willing to cooperate because I want something in return. Not money or honours. Renegade E3 models. That's what I want.

If you and your team can find it yourselves, why you haven't found it when the mod was first made?

What about if the game had nothing to do with Renegade? A new game like your Renegade Alert? The game is... Commando.

Subject: C&C Commando Development Screenshots
Posted by [PiMuRho](#) on Sun, 28 Mar 2004 08:31:38 GMT

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Quote:That's like saying Red Alert was a "mod" of Tiberian Dawn. Simply because an ex-Westwood Studios associate and a group of dedicated personnel doesn't make it a "mod."

If it requires another game in order to work, it's a mod. If it isn't standalone, it's a mod.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sun, 28 Mar 2004 09:12:08 GMT

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It doesn't require Renegade to work.

Quote:The reason why I'm not quite willing to cooperate because I want something in return. Not money or honours. Renegade E3 models. That's what I want.

If you and your team can find it yourselves, why you haven't found it when the mod was first made?

You're not getting them, so don't bother asking for them.

I didn't care enough about it until I read this post, that's why we haven't done anything for the game concerning blood spatters.

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Sun, 28 Mar 2004 09:41:28 GMT

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Aircraftkiller1.It doesn't require Renegade to work.

2.You're not getting them, so don't bother asking for them.

3.I didn't care enough about it until I read this post, that's why we haven't done anything for the game concerning blood spatters.

1.It needs Renegade registry settings and Renegade CD key to work.

2.Go staring at yourself at the mirror for another 24 hours.

3. Well, you don't seem to care enough about anything else than yourself.and even that is going bad.. regarding what people think about you.

Quote:Aircraftkiller, i hope one day this kid can get past his ego and attitude, and focus that on attention to detail, if he could, i think he could be a good modeler and level designer.

As Dante said, I hope you can get past your ego and attitude and do something beneficial.

Subject: C&C Commando Development Screenshots
Posted by [Titan1x77](#) on Sun, 28 Mar 2004 09:44:46 GMT
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AircraftkillerYou're not getting them, so don't bother asking for them.

Time to pull that butt plug out of your ass...

Subject: C&C Commando Development Screenshots
Posted by [sniper12345](#) on Sun, 28 Mar 2004 13:16:12 GMT
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<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=398>

I think those rules should also be enforced here...

Subject: C&C Commando Development Screenshots
Posted by [bigejoe14](#) on Sun, 28 Mar 2004 15:16:02 GMT
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It won't work...

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sun, 28 Mar 2004 18:23:50 GMT

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Quote:1.It needs Renegade registry settings and Renegade CD key to work.

No, it doesn't. How many times do I have to tell you this? I know several people who use the game who don't own Renegade and don't have it installed.

Quote:3. Well, you don't seem to care enough about anything else than yourself.and even that is going bad.. regarding what people think about you.

What I care about has nothing to do with you trying to bribe me into giving you something you want. Conversely, that looks just like what you accuse me of.

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Sun, 28 Mar 2004 19:14:39 GMT
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Functional brake lights:
When you press down after accelerating, the brake lights light up.
The medium tank model has not been modified in any way.

Subject: C&C Commando Development Screenshots
Posted by [bigjoe14](#) on Sun, 28 Mar 2004 19:20:28 GMT
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Quote:No, it doesn't. How many times do I have to tell you this? I know several people who use the game who don't own Renegade and don't have it installed.
I'd like to know how.

Subject: C&C Commando Development Screenshots
Posted by [spreegem](#) on Sun, 28 Mar 2004 20:05:13 GMT
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As long as ACK has the stuff backed up on CD, or on another hardrive we don't need to worry about it getting destroyed. It would be interesting just to take a look at the stuff though. . .

Subject: C&C Commando Development Screenshots
Posted by [xptek_disabled](#) on Sun, 28 Mar 2004 20:44:06 GMT
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Have you ever seen pictures of his room? A person could go missing in there.. So, I'm sure a CD

could get lost too.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 01:05:39 GMT
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You've seen one corner of my room where I toss dirty laundry. So what?

Everything is backed up on a portable hard drive.

Subject: C&C Commando Development Screenshots
Posted by [Fabian](#) on Mon, 29 Mar 2004 02:45:37 GMT
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If you put the E3 models in RenAlert, they will be easily ripped. Good luck trying to sue people who use them :rolleyes:.

Subject: C&C Commando Development Screenshots
Posted by [sniper12345](#) on Mon, 29 Mar 2004 02:56:11 GMT
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CwazyapeHave you ever seen pictures of his room? A person could go missing in there.. So, I'm sure a CD could get lost too.

Haha, talk about my room...

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 03:08:44 GMT
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SEALIf you put the E3 models in RenAlert, they will be easily ripped. Good luck trying to sue people who use them :rolleyes:.

It's not hard to have the community websites, and this forum, delete anything pertaining to stolen work or attempts at using what isn't yours.

Subject: C&C Commando Development Screenshots
Posted by [Fabian](#) on Mon, 29 Mar 2004 03:47:32 GMT
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word of mouth.

Subject: C&C Commando Development Screenshots
Posted by [xptek_disabled](#) on Mon, 29 Mar 2004 03:48:10 GMT
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Or the renstation modding forum.

Subject: C&C Commando Development Screenshots
Posted by [IRON FART](#) on Mon, 29 Mar 2004 04:33:26 GMT
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Quote:

1.It needs Renegade registry settings and Renegade CD key to work.

No, as ACK mentioned, RenAlert doesn't need an original CD-key.It saved me some time because I don't need to reinstall Renegade to have a working copy of it. Anyway the RA game.exe seems to have been cracked. I just wanted to know what was used to crack it.

Subject: C&C Commando Development Screenshots
Posted by [bigjoe14](#) on Mon, 29 Mar 2004 05:10:57 GMT
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How do you get RenAlert to work without a CD key?

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Mon, 29 Mar 2004 12:47:58 GMT
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How about less RenAlert talk and more talk about Commando?

SeaManFunctional brake lights:

When you press down after accelerating, the brake lights light up.

The medium tank model has not been modified in any way.

<http://www.cannis.net/forum/uploads/post-32-1080500991.jpg>

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 18:13:36 GMT
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If it ever gets finished or shows more than some gimmicks, I'm sure there'd be something good to talk about.

Subject: C&C Commando Development Screenshots
Posted by [\[REHT\]Spirit](#) on Tue, 30 Mar 2004 03:22:15 GMT
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Simple question: Does the size of the blood splotches vary or does it only look like that when multiple splotches hit the same place? I figure it's the multiple one but you've done some pretty interesting stuff here so it's hard to tell.

I wish you luck.

Subject: C&C Commando Development Screenshots
Posted by [laeubi](#) on Tue, 30 Mar 2004 07:56:35 GMT
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AircraftkillerIt doesn't require Renegade to work.
I'm sure you code a complete own engine and don't used the Renegade files. :rolleyes:
Copying a game and changing some files dosen't make it an own game. In fact what you'r doing (if it works without a serial) is software piracy....

Well at the topic: nice work. keep it up.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Tue, 30 Mar 2004 08:31:58 GMT
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Actually, no, it isn't.

That's like saying "Red Alert is just Tiberian Dawn with different graphics and units."

Doesn't matter if it uses the same engine. It's still a different game.

Subject: C&C Commando Development Screenshots
Posted by [laeubi](#) on Tue, 30 Mar 2004 09:00:26 GMT
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But RenAlert don't legaly own the Engine... but offers it. :rolleyes:
And I'm sure they improved the source for Red Alert. Because they own it and ahvce the source.
Just excanging the grafiks/units don't make it an own Game.
Look at CS for example it is VERY different to the game it uses the engine of HalfLife.

Sure you can copy the gamefiles of HalfLife, remove the need of a serial and tell it 'Your Game'.
But in fact.. it isn't. :rolleyes:

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Tue, 30 Mar 2004 09:07:30 GMT
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And you would know all about what we're doing with the engine, seeing as how you're part of the development team and all... Oh, and the fact that you've been with us since day one and know exactly what we're doing with EA and so forth...

Damn, you found us out, we're just faking it.

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Tue, 30 Mar 2004 10:33:12 GMT
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[REHTSpirit]Simple question: Does the size of the blood splotches vary or does it only look like that when multiple splotches hit the same place? I figure it's the multiple one but you've done some pretty interasting stuff here so it's hard to tell.

I wish you luck.

In that screenshot they didn't vary in sizes, but now I have tweaked them so they are smaller and vary in sizes. Also their appereance is now total random. One nice touch is that they can stick on walls and vehicle windows, not just on the floor.

Subject: C&C Commando Development Screenshots
Posted by [PsycoArmy](#) on Tue, 30 Mar 2004 11:07:23 GMT
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Cool, the blood is a nice feature.

Subject: C&C Commando Development Screenshots
Posted by [sniper12345](#) on Tue, 30 Mar 2004 12:24:00 GMT
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SeaMan[REHTSpirit]Simple question: Does the size of the blood splotches vary or does it only look like that when multiple splotches hit the same place? I figure it's the multiple one but you've done some pretty interasting stuff here so it's hard to tell.

I wish you luck.

In that screenshot they didn't vary in sizes, but now I have tweaked them so they are smaller and vary in sizes. Also their appearance is now total random. One nice touch is that they can stick on walls and vehicle windows, not just on the floor.

Vehicles? That'll be cool...I can imagine myself running a ton of nod soldiers over with my humvee, and ending up with a ton of blood all over my bumper and windows :twisted:

Subject: C&C Commando Development Screenshots
Posted by [pulverizer](#) on Tue, 30 Mar 2004 15:43:53 GMT
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looking good seaman. the breaklight and the blood are cool.

Subject: C&C Commando Development Screenshots
Posted by [\[REHT\]Spirit](#) on Tue, 30 Mar 2004 21:20:43 GMT
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SeaMan[REHTSpirit]Simple question: Does the size of the blood splotches vary or does it only look like that when multiple splotches hit the same place? I figure it's the multiple one but you've done some pretty interasting stuff here so it's hard to tell.

I wish you luck.

In that screenshot they didn't vary in sizes, but now I have tweaked them so they are smaller and vary in sizes. Also their appearance is now total random. One nice touch is that they can stick on walls and vehicle windows, not just on the floor.

Neato. Sounds like clever use of modified scorch marks. Can't wait to see what other tricks you're planning

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Tue, 30 Mar 2004 22:42:38 GMT
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That can cause FPS issues, since the "modified scorch marks" are shot out like a shotgun.

Flame Tanks cause FPS problems because of that, it eats up CPU usage.

Subject: C&C Commando Development Screenshots
Posted by [xptek_disabled](#) on Tue, 30 Mar 2004 22:45:17 GMT
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No modern computer should have any issues with it, on my crappy Celeron I'm currently using, with an integrated Intel video card, I still get 45+ FPS when 8 flame tanks are rushing.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Tue, 30 Mar 2004 22:47:37 GMT
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I don't see how that's possible, because I'm using an AMD XP processor, 640 MB of RAM, and a GeForce FX 5200 - eight Flame Tanks sets my FPS down to 10 or lower.

Subject: C&C Commando Development Screenshots
Posted by [Fabian](#) on Tue, 30 Mar 2004 23:01:23 GMT
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CwazyapeNo modern computer should have any issues with it, on my crappy Celeron I'm currently using, with an integrated Intel video card, I still get 45+ FPS when 8 flame tanks are rushing.

B U L L S H I T.

Subject: C&C Commando Development Screenshots
Posted by [xptek_disabled](#) on Tue, 30 Mar 2004 23:08:18 GMT
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Wanna SS? Keep in mind I run at low detail at 640X480 resolution.

Subject: C&C Commando Development Screenshots
Posted by [Oblivion165](#) on Tue, 30 Mar 2004 23:27:01 GMT
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man i wouldnt even use a computer unless it has at least 1240x1024 res.

Subject: C&C Commando Development Screenshots
Posted by [xptek_disabled](#) on Tue, 30 Mar 2004 23:35:57 GMT
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My resolution outside the game is 1280X1024 but, to get any decent permance it needs to be low in-game.

Subject: C&C Commando Development Screenshots
Posted by [\[REHT\]Spirit](#) on Tue, 30 Mar 2004 23:44:36 GMT
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AircraftkillerThat can cause FPS issues, since the "modified scorch marks" are shot out like a shotgun.

Flame Tanks cause FPS problems because of that, it eats up CPU usage.

Eh...? Only time i have problems with flame tanks is when 8 are all shooting out at once, but that's because of the all the flames coming out and not the flame tank itself, isn't it? Scorch marks shouldn't cause FPS issues considering they're just a textured quad, right? And the max isn't all that much. Bullets leave marks just like scorches and the game doesn't have big problems when you have a 8 people shooting in the same area.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 00:17:41 GMT
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You're not getting my point.

The CPU has to calculate the shotgun projectile of the Flame Tanks. They fire two of them, alternating between barrels very quickly, along with the distance of the projectiles and where they'll hit.

This causes FPS problems.

Subject: C&C Commando Development Screenshots
Posted by [cowmisfit](#) on Wed, 31 Mar 2004 00:22:55 GMT
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[quote="SeaMan"]The questions arise...

AircraftkillerI take it those ovals of blood are from being shot? If so, explain how you did it, I'd like to implement that into Renegade Alert. We already have blood textures for that purpose ready, just no use for them yet.

Hmm, as you didn't want to contribute to this mod (Westwood models), I'm not sure if I should contribute something in to your mod.
<http://renegade.the-pitts.net/index.php?act=ST&f=2&t=6834>

Dude your "mod" will NEVER be near Renalert be played by so many people, downloaded so manytimes, have so much attention and so forth so why not at least help them, get your name somewere on there site for helpen, then that will in turn lead to your mod getting more coverege and perhaps lead to people helping y ou from seeing news post ect. IT ALL WORKS OUT.

Subject: C&C Commando Development Screenshots
Posted by [\[REHT\]Spirit](#) on Wed, 31 Mar 2004 00:25:07 GMT
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.....and.....that's different from the other projectiles how? It just goes on more often with the flame tank because it fires faster. Change that flamethrower emitter so it doesn't spit out any particles and I'll bet you that "FPS problem" will go *poof!*

This is normal stuff in many if not all games. I ought to know since I'm trying to program games myself (be a bit crazy for me to not know how the hell something standard in an FPS game works if I'm trying to write an FPS game, eh?).

Besides, if what you said was true, that would mean anything like a semi-rapid fire AI SAM site, or maybe even plain AI SAM Site, would be complete HELL on the server, wanna know why? Cause not only does it calculate where to make and send the projectile, it calculates where to turn the turret, etc.....It is standard, it's not going to cause massive FPS issues.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 00:36:52 GMT
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No, it won't. The emitter is barely the source of the problem, because I've ran in-game tests on it with an emitter that sent out a few puffs of fire and it still had FPS issues.

So no, you're wrong. The shotgun projectile it's using, which is really CPU intensive in the way it was set up, is causing it.

Not unlike the reported "Mammoth Tank missiles cause FPS to hit 1 with Final Renegade users."

Subject: C&C Commando Development Screenshots
Posted by [Oblivion165](#) on Wed, 31 Mar 2004 00:43:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

(completely irrelevant picture removed by warrant)

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 00:47:45 GMT
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Idiot.

Subject: C&C Commando Development Screenshots

Posted by [maytridy](#) on Wed, 31 Mar 2004 00:55:22 GMT

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wtf does that have to do with anything other than your hopeless perverted mind?

Subject: C&C Commando Development Screenshots

Posted by [xptek_disabled](#) on Wed, 31 Mar 2004 00:57:57 GMT

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Oblivion, for the love of god, grow up, stop being a Star Wars fanboy, and get a life. WTF did that picture have to do with this thread?

Subject: C&C Commando Development Screenshots

Posted by [maytridy](#) on Wed, 31 Mar 2004 01:04:29 GMT

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lol

hahahaha.....star wars fanboy, lol

Subject: haha.

Posted by [Genocide](#) on Wed, 31 Mar 2004 02:40:46 GMT

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showing you is barely nothing in comparison on what you are going to see In the future.

We are producing material that will be shown later on when the official announcement is made, then you will see some of the stuff me and seaman has been up to.

those people who join Renegade Alerts supposedly moral oppression needs to get their heads out their ass and take pride in everything created for Renegade.

stop spamming; otherwise the gremlins will come after you.

Subject: C&C Commando Development Screenshots

Posted by [xptek_disabled](#) on Wed, 31 Mar 2004 02:45:34 GMT

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Yeah, it'll be great untill your computer crashes again and you somehow end up losing everything.

Subject: C&C Commando Development Screenshots
Posted by [Genocide](#) on Wed, 31 Mar 2004 02:49:41 GMT
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Do you ever read anything?

Don't start saying stuff that you don't even know about, and For Your Information, both me and seaman has the files and i backup Daily now, so please do stop it.

Subject: C&C Commando Development Screenshots
Posted by [xptek_disabled](#) on Wed, 31 Mar 2004 02:51:29 GMT
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You do realize that you didnt have to reformat your previous drive, correct? I've read your posts about this. All you had was a common Windows error. All you needed to do was insert the Windows CD and repair the installation.

Subject: C&C Commando Development Screenshots
Posted by [Genocide](#) on Wed, 31 Mar 2004 02:53:21 GMT
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My computer didn't come with the cd because it has a quick format option, when my computer crashed the quick format option didn't show so i had no alternative.

Subject: C&C Commando Development Screenshots
Posted by [xptek_disabled](#) on Wed, 31 Mar 2004 02:56:25 GMT
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Kazaa is your friend...

Subject: C&C Commando Development Screenshots
Posted by [Vitaminous](#) on Wed, 31 Mar 2004 03:04:31 GMT
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No.

Subject: C&C Commando Development Screenshots
Posted by [xptek_disabled](#) on Wed, 31 Mar 2004 03:06:20 GMT
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You just missed another great chance to use ACK's "No" picture.

Subject: C&C Commando Development Screenshots
Posted by [cheesesoda](#) on Wed, 31 Mar 2004 03:08:49 GMT
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and everyone was saying that shouldn't be used. it's perfect. "No." and with the look on his face, it tells you to STFU.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 03:27:50 GMT
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Quote:You guys have no idea on what's going on behind the scenes, the stuff seaman has been showing you is barely nothing in comparison on what you are going to see In the future.

We are producing material that will be shown later on when the official announcement is made, then you will see some of the stuff me and seaman has been up to.

Reborn said this, many times.

Quote:Renegade alert you have your own team, don't rely on others to do the work for you and for all those people who join Renegade Alerts supposedly moral oppression needs to get their heads out their ass and take pride in everything created for Renegade.

What the fuck are you trying to say? You're all over the place with that one.

Subject: C&C Commando Development Screenshots
Posted by [Genocide](#) on Wed, 31 Mar 2004 03:39:48 GMT
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have the knowledge about releasing a product carefully.

However we are open to ideas/suggestions and constructive criticism and we both have the knowledge of what were doing, this will show in the upcoming work.

is the best and you will fight a mod war, you said this and it is sick, so if anyone is all over the place, that person is you, Jonathan.

Subject: C&C Commando Development Screenshots
Posted by [xptek_disabled](#) on Wed, 31 Mar 2004 04:08:21 GMT
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He was referring to that run on sentence you posted.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 04:27:15 GMT
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Quote:Reborn was stubborn and didn't want to listen to others and didn't take criticism well and didn't have the knowledge about releasing a product carefully.

However we are open to ideas/suggestions and constructive criticism and we both have the knowledge of what were doing, this will show in the upcoming work.

You sound just like Reborn.

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Wed, 31 Mar 2004 14:21:06 GMT
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Please calm down everyone... OK?

AircraftkillerThat can cause FPS issues, since the "modified scorch marks" are shot out like a shotgun.

Flame Tanks cause FPS problems because of that, it eats up CPU usage.

The way how the particle-based weapons are done is flawed.

cowmisfitDude your "mod" will NEVER be near Renalert be played by so many people, downloaded so manytimes, have so much attention and so forth so why not at least help them, get your name somewere on there site for helpen, then that will in turn lead to your mod getting more coverege and perhaps lead to people helping y ou from seeing news post ect. IT ALL WORKS OUT.

It's too early to say anything about Commando at this stage.

It might not succeed, but I enjoy working on this project.

Weapons and units based on real life, the astounding story of Command and Conquer: Tiberian Dawn, and of course; the Commando. What else do you need?

I have tried help them by pointing out how and what things should be like.

I also made some sounds for RenAlert when Aircraftkiller asked me if I could make some, but they were never used in Renegade Alert.

Then I decided to put up those sounds on my website for anyone who wants some RA1 feeling into Renegade.

AircraftkillerYou (Genocide) sound just like Reborn.

And you, Aircraftkiller, sound just like a kid who can't get past his ego and attitude. I'm sorry, but that had just be said.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 17:42:39 GMT
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Quote:The way how the particle-based weapons are done is flawed.

Once again, lets put this in big bold letters.

MAKE A BLANK EMITTER FOR THE FLAME TANK AND IT WILL STILL EAT UP YOUR CPU WHEN EIGHT OF THEM ARE FIRING. IT HAS TO DO WITH THE WEAPON SETTINGS, NOT THE EMITTER.

Quote:It's too early to say anything about Commando at this stage.

It might not succeed, but I enjoy working on this project.

Weapons and units based on real life, the astounding story of Command and Conquer: Tiberian Dawn, and of course; the Commando. What else do you need?

So you're working on the gimmicks first, not the gameplay or anything else? That's not a good formula for getting anything done. Sounds a lot like the people who do the small shit first and then figure out that they can't handle the larger stuff, thus quitting after it.

Quote:I have tried help them by pointing out how and what things should be like.

I also made some sounds for RenAlert when Aircraftkiller asked me if I could make some, but they were never used in Renegade Alert.

Then I decided to put up those sounds on my website for anyone who wants some RA1 feeling into Renegade.

I didn't like your attitude at all. After you ripped out some sounds, you made it a priority to haggle me about it every day.

"when are my sounds going in? Why aren't my sounds in?"

Then you went on the forums and started saying "well they're too lazy to put my sounds in so I'm leaving."

I simply ignored you after you irritated me, that's why I didn't bother to put those sounds in. I won't have anyone on the team who irritates anyone else on it. Hence why Panther was fired.

Quote:And you, Aircraftkiller, sound just like a kid who can't get past his ego and attitude. I'm sorry, but that had just be said.

What ego? Everyone says this when they can't defend something.

"well U HAVE AN EGO!!!!!!1"

And how do I have an ego? Telling you what I think has nothing to do with having an ego or being egotistical. It simply means I'm telling you what I think. If that makes me egotistical, then I'm fairly certain that everyone else in this forum is the same way.

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Wed, 31 Mar 2004 18:23:42 GMT
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Aircraftkiller**MAKE A BLANK EMITTER FOR THE FLAME TANK AND IT WILL STILL EAT UP YOUR CPU WHEN EIGHT OF THEM ARE FIRING. IT HAS TO DO WITH THE WEAPON SETTINGS, NOT THE EMITTER.**

So you're working on the gimmicks first, not the gameplay or anything else? That's not a good formula for getting anything done. Sounds a lot like the people who do the small shit first and then figure out that they can't handle the larger stuff, thus quitting after it.

What ego? Everyone says this when they can't defend something.

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You're repeating what I already said.

Let me rephrase that because you didn't seem to understand: The weapon is flawed.

Gameplay is top on my list.

Dante said that before, not me.

It's not about if you have an ego or not, it is about what kind of ego you have.

"Me me rulz, everyone else sux"

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 18:44:16 GMT
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You said the emitter weapon was the problem. You didn't say the weapon was the problem.

Perhaps if you had said "the weapon is flawed," in agreement with what I previously stated, you wouldn't have had to post that.

And when, praytell, have I ever said I'm better than anyone else? It's one of the rarest things I ever say.

Since you seem to like making unfounded, ignorant statements... I'm sure that fulfills the "ego" part you were talking about.

Subject: C&C Commando Development Screenshots
Posted by [Alkaline](#) on Wed, 31 Mar 2004 18:52:49 GMT
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Aircraftkiller

The fact is that the game utilizes little from Renegade, the rest of it being completely different. Exactly like Red Alert.

Ren alert is a mod not "our game". You want to make your own game? Start something from scratch. If not then its a mod.

Typical ACK logic, just like how he borrowed Westwood maps and then goes around parading their he's work :rolleyes:

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Wed, 31 Mar 2004 19:32:48 GMT
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Typical Alkaline logic, go around talking about things he knows absolutely nothing about.

I can't wait until the bombshell EA deal is revealed to the public... Wonder what you'll say then?

Oops.

Subject: C&C Commando Development Screenshots
Posted by [bigejoe14](#) on Wed, 31 Mar 2004 20:23:40 GMT
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Medal of Honor: Allied Assault uses the Quake 3 engine. Does that make it a mod?
Return to Castle Wolfenstein uses the Quake 3 engine. Does that make it a mod?
Americas Army uses the Unreal engine. Does that make it a mod?
Renegade Alert uses the Renegade engine. Does that make it a mod?

Just because a game uses a similar engine dosen't immediately make it a mod.

Subject: C&C Commando Development Screenshots
Posted by [Cpo64](#) on Thu, 01 Apr 2004 00:01:57 GMT
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But all those games own the engine. They are doing more then simply replacing the resource files.

The RenAlert team don't own the rights to modify or sell the W3D engine.

Unless of course, they do :-/

If that is the case, then yes, RenAlert is a game...

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Thu, 01 Apr 2004 01:42:13 GMT
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Quote:The RenAlert team don't own the rights to modify the W3D engine.

Unless of course, they do :-/

*Aircraftkiller whistles innocently...

Subject: C&C Commando Development Screenshots
Posted by [Vitaminous](#) on Thu, 01 Apr 2004 01:52:02 GMT
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I guess I can whistle too, eh?

Subject: C&C Commando Development Screenshots
Posted by [Cpo64](#) on Thu, 01 Apr 2004 02:49:06 GMT
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AircraftkillerQuote:The RenAlert team don't own the rights to modify the W3D engine.

Unless of course, they do :-/

*Aircraftkiller whistles innocently...

Well isn't this a intresting, but a not overly suprising, turn of events.

Subject: C&C Commando Development Screenshots
Posted by [Genocide](#) on Thu, 01 Apr 2004 03:40:01 GMT
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And thus why ack doesnt like competition

Subject: C&C Commando Development Screenshots
Posted by [NeoX](#) on Thu, 01 Apr 2004 04:35:20 GMT

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They are doing some koo shit with whats left of renegade leave them be they are prolonging its life!

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Thu, 01 Apr 2004 05:27:37 GMT
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Cpo64AircraftkillerQuote:The RenAlert team don't own the rights to modify the W3D engine.

Unless of course, they do :-/

*Aircraftkiller whistles innocently...

Well isn't this a intresting, but a not overly suprising, turn of events.

I didn't say anything...

Subject: C&C Commando Development Screenshots
Posted by [bigejoe14](#) on Thu, 01 Apr 2004 05:55:36 GMT
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No, but you did hint at something...

Subject: C&C Commando Development Screenshots
Posted by [Cpo64](#) on Thu, 01 Apr 2004 05:56:04 GMT
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Its probaly just a april fools joke.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Thu, 01 Apr 2004 06:46:31 GMT
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I don't like April Fools Day. I didn't even remember it was today until someone told me.

Subject: C&C Commando Development Screenshots
Posted by [Cpo64](#) on Thu, 01 Apr 2004 07:39:23 GMT
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I don't like it eather lol,

I wonder how many "EA has anounced Renegade 2" pranks we will have this year...

Subject: C&C Commando Development Screenshots
Posted by [PsycoArmy](#) on Thu, 01 Apr 2004 11:44:34 GMT
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Quit flappin' ya gums.
Have a cry.
Go home to your mummy.
Who cares what EA's doing?
So much crap about these mods, You can't see the future ack, you have no idea if they do have all this stuff their talking about.

One normal question from me? Why are you the way you are about these things?

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Thu, 01 Apr 2004 13:31:39 GMT
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<http://www.cannis.net/commando/video.shtml>
http://www.cannis.net/yuri/cgi-bin/schlabo/potd_gallery.pl

Subject: C&C Commando Development Screenshots
Posted by [sniper12345](#) on Thu, 01 Apr 2004 14:55:45 GMT
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[quote="Aircraftkiller"]You said the emitter weapon was the problem. You didn't say the weapon was the problem.

[quote]

An emmitter weapon is a weapon. :rolleyes:

Subject: C&C Commando Development Screenshots
Posted by [Slash0x](#) on Thu, 01 Apr 2004 16:33:31 GMT
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AircraftkillerSo be it, don't contribute to our game.

I'm not going to give you all of the assets I own just so you start telling me some hack you had to

use in order to get some goofy looking blood ovals to show up on the ground.

I took this quote from the beginning...why, because this is what started the whole argument over useless BS. The simple quote of JUST "So be it, don't contribute to our game." would of just been enough, but no...the "GREAT ACK" has to take it one step further.

ACK...maybe if you didn't have you head stuck up in the clouds, maybe people would "contribute" when they find something new and cool. If it does not benefit you ACK, you do not even give a crap...

Subject: C&C Commando Development Screenshots
Posted by [xpontius](#) on Thu, 01 Apr 2004 17:07:50 GMT
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Quote:Typical Alkaline logic, go around talking about things he knows absolutely nothing about.

I can't wait until the bombshell EA deal is revealed to the public... Wonder what you'll say then?

Oops.

Umm what the hell are you talking about. Do you work at EA? Or does this have anything to do with this "deal"?

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Thu, 01 Apr 2004 20:42:03 GMT
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[quote="sniper12345"][\[quote="Aircraftkiller"\]](#)You said the emitter weapon was the problem. You didn't say the weapon was the problem.

Quote:

An emmitter weapon is a weapon. :rolleyes:

That's saying an emitter is a weapon. Try reading. It helps in life.

Quote:ACK...maybe if you didn't have you head stuck up in the clouds, maybe people would "contribute" when they find something new and cool. If it does not benefit you ACK, you do not even give a crap...

*if it doesn't benefit my team or this game, I don't care.

You don't seem to realize that he won't "share" anything until he's given something in return. So why am "I" to blame for his doing? Because I called him out on it? :rolleyes:

You'd love to find something to pin on me. Why don't you go ahead and blame the AIDS virus on me? Or blame the World Trade Center bombing in 1993 on me? Of course, it's always my fault... Whatever, retard.

Quote:I took this quote from the beginning...why, because this is what started the whole argument over useless BS. The simple quote of JUST "So be it, don't contribute to our game." would of just been enough, but no...the "GREAT ACK" has to take it one step further.

Never called myself great. And seeing as how you're taking it another step further, why don't you just go crawl back under your rock you stupid n00b? Oh, but it's okay for you to continue things, so long as you pretend to be some sort of behavior analyst.

Subject: C&C Commando Development Screenshots
Posted by [Slash0x](#) on Thu, 01 Apr 2004 21:12:09 GMT
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Quote:*if it doesn't benefit my team or this game, I don't care.

You don't seem to realize that he won't "share" anything until he's given something in return. So why am "I" to blame for his doing? Because I called him out on it? :rolleyes:

You'd love to find something to pin on me. Why don't you go ahead and blame the AIDS virus on me? Or blame the World Trade Center bombing in 1993 on me? Of course, it's always my fault... Whatever, retard.

Never called myself great. And seeing as how you're taking it another step further, why don't you just go crawl back under your rock you stupid n00b? Oh, but it's okay for you to continue things, so long as you pretend to be some sort of behavior analyst.

Trust me, I'm not a n00b...now have I blamed you for the AIDS virus or the WTC crashing? NO! Stop trying to reference things not even close to the argument.

You head is so freak'n big that's why some people don't like you. Ha! Sharing...a nice PM to you to forgive and forget and I get a PM full of BS, I didn't even bother reading the whole thing. Me and Titan share/shared many models, techniques, and sources and do we have a problem? No.

Somebody does not have to be a behavior analyst to know that. I will not crawl under any rock for somebody that holds a grudge over the stupidest things. Ever since Worthy Classic you never liked me, I was proud of what I have accomplished for the first time, then the "GREAT ACK" had to put his sarcastic remarks to the new guy.

And by the way, I was referencing the words "GREAT ACK" as 'sarcasm', you know, the thing you love to do to other to put others down? :rolleyes:

Subject: C&C Commando Development Screenshots
Posted by [Vitaminous](#) on Thu, 01 Apr 2004 21:28:13 GMT
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How can it be an April fools joke when he posted those message on March 31st?

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Thu, 01 Apr 2004 21:38:04 GMT
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Quote:Trust me, I'm not a n00b...now have I blamed you for the AIDS virus or the WTC crashing?
NO! Stop trying to reference things not even close to the argument.

Sigh... Can't grasp sarcasm, I guess. Don't they teach you anything in those schools my tax dollars help fund?

Quote:You head is so freak'n big that's why some people don't like you. Ha! Sharing...a nice PM to you to forgive and forget and I get a PM full of BS, I didn't even bother reading the whole thing. Me and Titan share/shared many models, techniques, and sources and do we have a problem?
No.

My head isn't large at all. It's within the normal proportions of a homosapien male at the height of 6'8.

You gave me a nice PM a while back after having said a lot of things that I refuse to allow you to just slide by with. I can't trust anyone who easily goes between sides.

You and Titan share many things, but the problem is, you still suck.

Quote:Somebody does not have to be a behavior analyst to know that. I will not crawl under any rock for somebody that holds a grudge over the stupidest things. Ever since Worthy Classic you never liked me, I was proud of what I have accomplished for the first time, then the "GREAT ACK" had to put his sarcastic remarks to the new guy.

Once again, you miss actual sarcasm and think it's something literal.

Worthy Classic sucked, and still does. If you had taken the time to make it worth playing, hence its overbearing name, you wouldn't have gotten any negative remarks.

Quote:And by the way, I was referencing the words "GREAT ACK" as 'sarcasm', you know, the thing you love to do to other to put others down?

That's actually an oxymoron, not sarcasm. I'm not great, and my name isn't "ACK."

Subject: C&C Commando Development Screenshots

Posted by [Cpo64](#) on Fri, 02 Apr 2004 00:09:39 GMT

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AprimeHow can it be an April fools joke when he posted those message on March 31st?

Because its was posted 30 min before the fact?

It was just a stupid comment I made, don't take it too serously. lol

Subject: C&C Commando Development Screenshots

Posted by [Aircraftkiller](#) on Fri, 02 Apr 2004 01:39:57 GMT

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I assure you, my hints are not part of April Fools. The entire concept of it is stupid.

Subject: C&C Commando Development Screenshots

Posted by [Cpo64](#) on Fri, 02 Apr 2004 01:44:10 GMT

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Yes, as said, I was just being an ass like usual.

What is actuly going on with this project? other then some perks, and things most people put off as not possible...

Whats its goal? is it a mod? or a rework of Renegade? :s

Subject: C&C Commando Development Screenshots

Posted by [PsycoArmy](#) on Fri, 02 Apr 2004 10:34:31 GMT

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uh ok... wanker, i would ansser the question if you asked.

Subject: C&C Commando Development Screenshots

Posted by [Deactivated](#) on Fri, 02 Apr 2004 13:42:19 GMT

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Aircraftkiller

If it doesn't benefit my team or this game, I don't care.

You don't seem to realize that he won't "share" anything until he's given something in return. So why am "I" to blame for his doing? Because I called him out on it? :rolleyes:

The deal here is that if I gave away my information without any insurance, how I would know what for it is used for or is it going to be used at all?

I have successfully managed to implement these things:

-Vehicle steering with mouse and gamepads

-Dives

-Blood

-Functional vehicle lights

Many people thought those would be not possible to implement.

I didn't work on this stuff for just because of you or Renegade Alert.

Why it is so difficult for you to understand?

I can and I will give you my information to you for the E3 Recon Bike, Harvester and Nod Cargo truck assets in return.

Also I would allow to you call my information your own, without any bad consequences.

Every action you do has consequences.

If you do something bad, it is likely your future is going to be bad.

If you do something good, it is likely your future is going to be bright.

And let's clarify:

My information=Detailed information how to implement:

Mouse and joystick control for vehicles: Use mouse and joystick (gamepad, steering wheel) to control vehicles.

Dive moves: Tapping the move keys twice makes the soldier dive, roll and spin around as an attempt to dodge enemy fire.

Blood effects: Soldiers bleed when hurt.

Functional vehicle lights: Headlights, backlights and brakelights that turn on and off depending on if somebody is in the vehicle and braking.

E3 Recon Bike, Harvester and Nod Cargo truck assets=Original textures and models for the Recon Bike, Harvester and Cargo Truck used for demonstrating Command and Conquer: Renegade in E3 2000 game show.

Aircraftkiller

You'd love to find something to pin on me. Why don't you go ahead and blame the AIDS virus on me? Or blame the World Trade Center bombing in 1993 on me? Of course, it's always my fault... Whatever, retard.

Whatever you say, WTC-bombing AIDS virus. You caused AIDS and bombed the WTC.

Aircraftkiller

Never called myself great. And seeing as how you're taking it another step further, why don't you just go crawl back under your rock you stupid n00b?

My head isn't large at all. It's within the normal proportions of a homosapien male at the height of 6'8.

n.

Informal. Conceit; egotism.

Aircraftkiller

You and Titan share many things, but the problem is, you still suck.

Worthy Classic sucked, and still does. If you had taken the time to make it worth playing, hence its overbearing name, you wouldn't have gotten any negative remarks.

I'm not great, and my name isn't "ACK."

And what about you? You hardly share anything and you are still great?

Worthy Classic wasn't certainly one of the best maps out there, but at least he tried and was able to make a map. Some people don't have even a clue how to make a heightfield map.

ACK is an abbreviation of your nickname in case you didn't know that.

Aircraftkiller

Cpo64

What is actuly going on with this project? other then some perks, and things most people put off as not possible...

Whats its goal? is it a mod? or a rework of Renegade? :s

Wait for the official annoucement on the Commando site.

You might take a look at these pages:

<http://www.cannis.net/commando/video.shtml>

http://www.cannis.net/yuri/cgi-bin/schlabo/potd_gallery.pl?to_day=8&to_month=7&to_year=2003

Subject: C&C Commando Development Screenshots

Posted by [ericlaw02](#) on Fri, 02 Apr 2004 14:04:42 GMT

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Ahh...i love dodging those rockets.....

Can't wait for the release!

Subject: C&C Commando Development Screenshots

Posted by [sniper12345](#) on Fri, 02 Apr 2004 14:39:01 GMT

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[quote="Aircraftkiller"] [quote="sniper12345"] [quote="Aircraftkiller"] You said the emitter weapon was the problem. You didn't say the weapon was the problem.

Quote:

An emmitter weapon is a weapon. :rolleyes:

That's saying an emitter is a weapon. Try reading. It helps in life.

shit, I was sleepy.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Fri, 02 Apr 2004 19:16:42 GMT
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Quote:The deal here is that if I gave away my information without any insurance, how I would know what for it is used for or is it going to be used at all?

It's kind of obvious that RA has been the most successful thing to come from Renegade for the past two years, and has had the most publicity and the largest fanbase.

If we weren't going to use that stuff, why would we have asked? If you don't want to help, we can figure it out ourselves.

I'm not giving you anything for some gimmicks. I'd be giving you something that's worth more than the information you provide.

Quote:And what about you? You hardly share anything and you are still great?

Once again, I never said I was great. I've said the opposite many times.

Quote:Worthy Classic wasn't certainly one of the best maps out there, but at least he tried and was able to make a map. Some people don't have even a clue how to make a heightfield map.

That doesn't excuse it for being horrible quality.

Quote:ACK is an abbreviation of your nickname in case you didn't know that.
Aircraftkiller

AK is the proper acronym for my nickname. Not "ACK" because my nickname is not spelled "AirCraftKiller" as some illiterate people would have you believe.

Subject: C&C Commando Development Screenshots
Posted by [Slash0x](#) on Fri, 02 Apr 2004 19:36:14 GMT
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Quote:...

That doesn't excuse it for being horrible quality.

...

The only thing that has horrible quality is your act against others...

All argument aside, your nickname Aircraftkiller is quite long, ACK (or "Ack") is just way easier to use in-game, in forums, or etc (like when people say AGT [Advanced Guard Tower] or OB [Obelisk], for example).

Bother to post anything against this, you can just bite me.

Quote:Arguing with Aircraftkiller is like arguing with a wall.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sat, 03 Apr 2004 02:10:53 GMT
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If I could bite you on the Internet, I probably would.

Quote:The only thing that has horrible quality is your act against others...

Great way to skirt around the subject and turn it into something about me again.

Your work is shit. Why don't you improve it instead of whine?

Subject: C&C Commando Development Screenshots
Posted by [Vitaminous](#) on Sat, 03 Apr 2004 02:35:12 GMT
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You actually bite people?

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Sat, 03 Apr 2004 07:12:00 GMT
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AircraftkillerIf we weren't going to use that stuff, why would we have asked? If you don't want to help, we can figure it out ourselves.

I'm not giving you anything for some gimmicks. I'd be giving you something that's worth more than the information you provide.

Once again, I never said I was great. I've said the opposite many times.

I want to help with Renegade Alert, but the problem is that you don't want to help me with my project.

To describe the project, it is how Renegade was and how it should have been.

<http://www.cannis.net/commando/images/renegade/prop/cgmfeb001.jpg>

Value of my information is much bigger when they are put in to use.

They are not just gimmicks. They are undocumented features of the Combat Engine.

By bashing the work of the others you're indirectly calling yourself great.

Subject: C&C Commando Development Screenshots

Posted by [Cpo64](#) on Sat, 03 Apr 2004 07:43:14 GMT

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Thats like saying by bashing myself is like calling everyone else great.

Subject: C&C Commando Development Screenshots

Posted by [sniper12345](#) on Sat, 03 Apr 2004 12:59:06 GMT

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Aircraftkiller

AK is the proper acronym for my nickname. Not "ACK" because my nickname is not spelled "AirCraftKiller" as some illiterate people would have you believe.

ACK, a rumor becomes truth when everyone believes it.

Subject: C&C Commando Development Screenshots

Posted by [Aircraftkiller](#) on Sat, 03 Apr 2004 20:18:00 GMT

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Only in your demented mind.

Quote:I want to help with Renegade Alert, but the problem is that you don't want to help me with my project.

Because all you've done is show gimmicks. Nothing else. No levels, no characters, no vehicles, no nothing except gimmicks.

I'm not giving you my property just because of that. I told you a long time ago that if you actually got it to a presentable state, I would give it to you. You haven't done it yet.

It's still gimmicks and nothing more.

Subject: C&C Commando Development Screenshots

Posted by [Fabian](#) on Sat, 03 Apr 2004 23:41:55 GMT

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bigejoe14Medal of Honor: Allied Assault uses the Quake 3 engine. Does that make it a mod?

Return to Castle Wolfenstein uses the Quake 3 engine. Does that make it a mod?
Americas Army uses the Unreal engine. Does that make it a mod?
Renegade Alert uses the Renegade engine. Does that make it a mod?

Just because a game uses a similar engine dosen't immediately make it a mod.

RenAlert cannot legally sell their product because they are subject to Renegade's EULA. You know why they are subject to Renegade's EULA? Well my friends, that's because they are modifying Renegade! And logically, that makes RenAlert a Renegade mod.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sat, 03 Apr 2004 23:56:06 GMT
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The future is bright, but only for those who can see it.

Subject: C&C Commando Development Screenshots
Posted by [Fabian](#) on Sun, 04 Apr 2004 00:16:55 GMT
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Great comeback! :rolleyes:

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sun, 04 Apr 2004 00:54:29 GMT
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Of course it is, especially when I'm under a NDA and are unable to tell you about what we're doing.

Subject: C&C Commando Development Screenshots
Posted by [Fabian](#) on Sun, 04 Apr 2004 01:20:37 GMT
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So at the moment, RenAlert is a mod regardless. That may change in the future...but people were argueing whether or not the current RenAlert is a mod or a completely seperate game.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sun, 04 Apr 2004 01:23:35 GMT
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It's a separate game whether you agree or not.

Subject: C&C Commando Development Screenshots
Posted by [Genocide](#) on Sun, 04 Apr 2004 01:44:27 GMT
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The games listed that were fortunate to have a publisher that actually takes on mods and games, I would start at least 50 and that brings to mind.

renegade alert has a publisher it was within the month because go back last month I remember game.

I would not go out my way to buy your game because one again its downloadable off the internet just like most mods developed that are published such as Day Of Defeat.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sun, 04 Apr 2004 02:35:00 GMT
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Once again, you prove you have absolutely no idea of what you're talking about.

Subject: C&C Commando Development Screenshots
Posted by [Fabian](#) on Sun, 04 Apr 2004 02:51:16 GMT
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Aircraftkiller!It's a separate game whether you agree or not.

Correction:

You believe it's a seperate game, whether I agree or not.

Just because you say it is, doesn't make it so. Regardless of what you believe, your website says differently:

Quote:Q: Is the mod called Renegade Alert or RenAlert?

A: Both. "RenAlert" is merely the shortened version of "Renegade Alert," the mods full name.

Q: Who is making this mod?

A: A highly talented team from the C&C Community, for a complete listing of mod team members please go to the team members page.

Q: When is it coming out?

A: It's out right now, you can download the latest version on the mod download page.

Q: How can i help?

A: You can help by making intelligent, non-spamming posts in our forums, spreading the word to other Renegade players, arranging for high-capacity servers to run Renegade Alert, and supporting the mod when it is finally released.

I could go on, but I've made my point. The word "mod" is mentioned 14 times in your FAQ alone.

Subject: C&C Commando Development Screenshots
Posted by [v00d00](#) on Sun, 04 Apr 2004 03:13:38 GMT

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I've never played it, but.. By reading the forum alone, it is a separate game. Yes, it uses Renegade's engine.. But then, the Quake1/2/3 engine powers alot of other games too. Thief 3/Deus Ex 2.. UnrealTournament/Deus Ex - same engine again, different games (yes I know there are some minor alterations to the engine between those 2, but the core engine remains the same, and in fact the games can be combined into one big console which you can choose the game to load regardless).

Point to all this: just because RenAlert uses renegades exe, doesn't mean it's not a separate game. The exe loads scripts, models, textures, sounds, ini's, and so forth that MAKE it the game. Alter all of those, and presto! New game. Any game which puts sufficient code in external files that can be altered can be turned into a completely new game. Renegade is one of those.

- v00d00

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sun, 04 Apr 2004 03:21:06 GMT

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The website FAQ is over a year and a half old. Back when it was still a "mod" using the package format.

It was never updated since then.

Your logic is flawed, v00d00 knows what he's talking about.

Subject: C&C Commando Development Screenshots

Posted by [Fabian](#) on Sun, 04 Apr 2004 03:23:17 GMT

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1. voodoo's point is barely valid if you have't even played it.

2. Voodoo, you have completely ignored what was said earlier as a counterpoint for that. At the moment RenAlert cannot sell their game because they are subject to the EULA--because they are a MOD. All the "examples" of seperate games that use borrowed engines have payed for the rights to use the engine, and can produce their own SEPERATE game.

PS. Ack, the quote in your siggy doesnt have an end-quotation mark. :satisfied:

Subject: C&C Commando Development Screenshots

Posted by [Genocide](#) on Sun, 04 Apr 2004 03:25:45 GMT

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Saying that i dont know what im talking about is like saying professional "game" developers are wrong too, take it up with them at <http://gamedev.net>.

v00d00 those companys purchase the lisenche rights to produce the game and also create a good 98% of their own work created for the game.

Subject: C&C Commando Development Screenshots

Posted by [Fabian](#) on Sun, 04 Apr 2004 03:30:17 GMT

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No kidding. Not to mention RenAlert didn't (and couldn't/can't) even TOUCH the engine. They have no rights to the engine itself--all they can do is MODIFY the files that the engine uses. You getting this? ...MODIFY... all together now...

Subject: C&C Commando Development Screenshots

Posted by [v00d00](#) on Sun, 04 Apr 2004 03:35:44 GMT

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Unreal files can be loaded into UnrealTournament with NO alterations. They are 2 different games last I looked. Same EXE powers em both no problem.

- v00d00

Subject: C&C Commando Development Screenshots

Posted by [Genocide](#) on Sun, 04 Apr 2004 03:43:31 GMT

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Unreal Tournament and Unreal are suprosingly from the same company, and another amazing thing is that both games can load the same format wow, i wonder what the difference is between the games?

Lets look into this a bit more:

Different Storyline

Different Gameplay

Different Models,Textures,Programming And So Forth.

Thus making it a complete unique game, go and read about unreal and unreal tournament on their website and dont waste your time around here posting about stuff you don't even know about.

Subject: C&C Commando Development Screenshots

Posted by [v00d00](#) on Sun, 04 Apr 2004 03:52:47 GMT

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FPS vs FPS.. Well, story line is pretty much non-existant in most multiplayer ones.. Gameplay is exactly the same. Different models, textures, programming (can we say scripts?) - Hmmm.. sounds like RenAlert sums it up.

Subject: C&C Commando Development Screenshots

Posted by [Fabian](#) on Sun, 04 Apr 2004 03:54:09 GMT

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GenocideUnreal Tournament and Unreal are suprosingly from the same company, and another amazing thing is that both games can load the same format wow, i wonder what the difference is between the games?

Lets look into this a bit more:

Different Storyline

Different Gameplay

Different Models,Textures,Programming And So Forth.

Thus making it a complete unique game, go and read about unreal and unreal tournament on their website and dont waste your time around here posting about stuff you don't even know about.

As opposed to Renalert, which has a very similar gameplay style (destroy enemy base), similar HUD styles, exact same character animation, in-game credit system, point system, and not to mention it has to use WOL--Unreal and Unreal Tournament use seperate multiplay components.

Subject: C&C Commando Development Screenshots

Posted by [Aircraftkiller](#) on Sun, 04 Apr 2004 04:09:12 GMT

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TD\RA use WOL. That doesn't make them "mods" of each other.

They use the same interface.

They use the same point system.

So?

Quote:No kidding. Not to mention RenAlert didn't (and couldn't/can't) even TOUCH the engine. They have no rights to the engine itself--all they can do is MODIFY the files that the engine uses. You getting this? ...MODIFY... all together now...

/me whistles...

Why is it that people who have absolutely nothing to do with RA seem to think they know something about what can be done with it?

Subject: C&C Commando Development Screenshots
Posted by [Fabian](#) on Sun, 04 Apr 2004 04:12:10 GMT
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Ive already said "at the moment" in other posts. There is not reason to talk about whether or not RenAlert WILL be a seperate game. We are talking about whether or not it is right now.

Mod (n). : Short for Modification. A term referring to a change made to a published game.

click for source

Renegade is published. RenAlert is SEVERAL changes to a published game, as opposed to Voodoo's example, where BOTH games are individually published.

Subject: C&C Commando Development Screenshots
Posted by [Genocide](#) on Sun, 04 Apr 2004 04:12:34 GMT
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Wait a minute this actually is a good idea, maybe i should go ahead and find a publisher for Fist Of Fate, yeah i can imagine it now..my dev teams game in the shops. lurvly.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sun, 04 Apr 2004 04:15:51 GMT
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If it doesn't just "disappear" like everything else you "worked" on... :rolleyes:

Being published is irrelevant.

Subject: C&C Commando Development Screenshots
Posted by [Fabian](#) on Sun, 04 Apr 2004 04:20:49 GMT
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Being published is irrelevant! You heard it folks!

Wow! Ive been playing an entirely different game this entire time with my Hotwire replacement:

- New Model
- New skin..ahem "Texture map"
- New Story line (Hotwire is a guy)

fits the catagorey!

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sun, 04 Apr 2004 04:24:22 GMT
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A necessary requirement for sarcasm is intelligence and you seem to lack that.

Obviously, all you did was change three things. That, in no way, compares to the scale of RA.

Subject: C&C Commando Development Screenshots
Posted by [Fabian](#) on Sun, 04 Apr 2004 04:28:36 GMT
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"Obviously", I didn't change anything, Agent Gibson did.

I'm making a point that whether one thing is changed or several things are changed, you are still working off of an existing game that you did not create originally. That, by definition, makes it a mod.

And for the last time, close the damn quotation mark on your siggy quote!

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sun, 04 Apr 2004 05:00:11 GMT
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"my Hotwire replacement" denotes "I made it."

Hence why I said that.

You're still wrong, regardless.

Subject: C&C Commando Development Screenshots
Posted by [exnyte](#) on Sun, 04 Apr 2004 05:49:51 GMT

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SEAL1. voodoo's point is barely valid if you have't even played it.

2. Voodoo, you have completely ignored what was said earlier as a counterpoint for that. At the moment RenAlert cannot sell their game because they are subject to the EULA--because they are a MOD. All the "examples" of seperate games that use borrowed engines have payed for the rights to use the engine, and can produce their own SEPERATE game.

1. You don't need to play the game to have a valid point. v00d00 is right, you are wrong. Deal with it.

2. So far you've stated that RenAlert can not be sold several times. May be true... Just because a game is free of charge, doesn't make it any less of a game.

Subject: C&C Commando Development Screenshots
Posted by [TheKGBspy](#) on Sun, 04 Apr 2004 06:31:27 GMT

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well well well...

renalert isnt a game.. its a mod. but why will you say?it use the file of a published game and bring modified files to public.

to make a full game actualy require full rights of the engine mainly. games based on unreal or quake technology isnt mod.. why? because they use a better/new version of the engine(mainly for quake). as for unreal technology (Amerias army, ut**, postal2.. etc) they use the same engine, but all files is diffetents... does that make Amerias army and postal2 a mod? no because the bought the engine licence to make their own game using ut technology. but whats about td/ra? td was the first one using one of WW direct draw engine. difference between td and ra? engine code update, new coding.. and published. and ra dont need td to run. all mod need the main game files to play. if that mod dont need the main game files to play then thats isnt a mod anymore. whats about expansion packs such as yuri's revenge? well its almost a mod but isnt one. yuri's r. is using an improved engine codes but it does require ra2 to be played. and it has been published. Ren alert does require ren to play(maybe i am wrong.. thats a long time ago a tried ren alert lol) anyway just take example on one of the biggest mod that bf1942 has: desert combat. we can compare both mod. both are free, need their original game to play, have modified files.

very contrversal discussion lol. btw someone talked about day of defeat wich use half life engine.

half life has many modification like counter-strike, team-fortress, blue shift... etc does the free downlaodable version of counter strike wich riquire the original half life to run equal the selled version on a cd wich is a stand alone product having its own cd key?

so cs is a mod and a game??

Quote:So what's this mod all about?

CS is a realistic mod for Half-Life, where two teams (the Terrorists and the Counter-Terrorists) battle it out and perform map specific objectives. See the about page for a more detailed explanation

<http://www.counter-strike.net/faq.html>

so basicly CS is a mod(wich is downloadable) but the retail standalone product wich was released after the download version isnt a mod anymore?
but the downloadable version still a mod for half-life?

anought talking back on seaman work.. wich is little but awesome!

ps: sorry for typos... quite very early in the morning lol

Subject: C&C Commando Development Screenshots
Posted by [sniper12345](#) on Sun, 04 Apr 2004 07:16:24 GMT
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pauses for a second

Isn't this topic supposed to be about Seaman's work?

Oh, and if RA is not supposed to be a mod....

That site is for Version 0.992 too.

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Sun, 04 Apr 2004 07:28:40 GMT
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AircraftkillerBecause all you've done is show gimmicks. Nothing else. No levels, no characters, no vehicles, no nothing except gimmicks.

Codename O.L.T waiting for assembly.

Nod FAV has completed final phase. Prototypes are now in production.

Acquiring parts for M1025.

M112 tests successful. Establish mass-production process.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Sun, 04 Apr 2004 08:10:53 GMT
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Why don't you just show us what you're doing instead of speak in riddles?

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Sun, 04 Apr 2004 08:21:00 GMT
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Check your private messages.

Subject: C&C Commando Development Screenshots
Posted by [Fabian](#) on Sun, 04 Apr 2004 14:20:40 GMT
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sniper12345*pauses for a second*

Isn't this topic supposed to be about Seaman's work?

Oh, and if RA is not supposed to be a mod....

((img))<http://img39.photobucket.com/albums/v119/thomas01001/mod.jpg>((img))

That site is for Version 0.992 too.

Not to mention...

Nice seperate game ya got there...to bad its called Renegade.

SirPhoenixx (RenAlert thread)...this is just a modification, the only possibility for you to be paid would be if a publisher would work out a contract with us to publish this mod as a game.

Posted: Apr 3 2004, 06:40 PM

You calling SirPhoenixx a liar, Ack?

Subject: C&C Commando Development Screenshots
Posted by [sniper12345](#) on Sun, 04 Apr 2004 15:26:44 GMT
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Exactly, even his fellow ex-team member who wrote the website disagrees with him...

Subject: C&C Commando Development Screenshots
Posted by [m1a1_abrams](#) on Sun, 04 Apr 2004 17:17:16 GMT
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SeaManCodename O.L.T waiting for assembly.
Nod FAV has completed final phase. Prototypes are now in production.
Acquiring parts for M1025.
M118 tests successful. Establish mass-production process.

So, erm... I think you're saying you've made the original Buggy, Hum-vee and Mobile Artillery?
The original Artillery was an M107 or an M110 self-propelled gun as far as I'm aware. I have no idea what an O.L.T. is. Maybe you'd care to enlighten us?

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Sun, 04 Apr 2004 17:27:25 GMT
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m1a1_abramsSo, erm... I think you're saying you've made the original Buggy, Hum-vee and Mobile Artillery? The original Artillery was an M107 or an M110 self-propelled gun as far as I'm aware. I have no idea what an O.L.T. is. Maybe you'd care to enlighten us?

C4 model finished and ingame, Dune Buggy is being reboned, Orca Lift Truck needs to be boned, and Humvee is being modelled by Havoc89.

Subject: C&C Commando Development Screenshots
Posted by [Oblivion165](#) on Sun, 04 Apr 2004 17:49:14 GMT
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does no one know how to crop?

Subject: C&C Commando Development Screenshots
Posted by [Fabian](#) on Sun, 04 Apr 2004 18:08:34 GMT
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my ss is cropped--its RenAlert in windowed mode. Well, actually, i JUST configured Renegade to run in windowed mode. But for some reason, RenAlert, which is an entirely seperate game, decided it would run in windowed mode too! It's almost as if they were connected in some way...but of course, that's crazy talk.

Subject: C&C Commando Development Screenshots
Posted by [sniper12345](#) on Sun, 04 Apr 2004 18:11:26 GMT
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actually, you could get any (I think) full-screen program to go in windowed mode...its just that RenAlert seems to be called "Renegade". Hmmm....

Subject: C&C Commando Development Screenshots
Posted by [TheKGBspy](#) on Sun, 04 Apr 2004 19:07:05 GMT
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SEALmy ss is cropped--its RenAlert in windowed mode. Well, actually, i JUST configured Renegade to run in windowed mode. But for some reason, RenAlert, which is an entirely seperate game, decided it would run in windowed mode too! It's almost as if they were connected in some way...but of course, that's crazy talk.

thats because both use the same registry save key... but i should say renalert use ren registry key.Same thing happend with reborn too.

Subject: C&C Commando Development Screenshots
Posted by [Fabian](#) on Sun, 04 Apr 2004 19:16:25 GMT
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...

-what happened to the "delete this post" thing when you edit?

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Mon, 05 Apr 2004 12:52:17 GMT
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So, Aircraftkiller, did you read my private message?

I hope the response is not your generic "it sucks" phrase.

Subject: C&C Commando Development Screenshots
Posted by [sniper12345](#) on Mon, 05 Apr 2004 13:54:59 GMT
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I'm guessing it's be a intellegently paraphrased version of "it sucks" .

Subject: C&C Commando Development Screenshots
Posted by [Slash0x](#) on Mon, 05 Apr 2004 18:23:52 GMT
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SeaManSo, Aircraftkiller, did you read my private message?

I hope the response is not your generic "it sucks" phrase.
No, it will be about two paragraphs like I got when I asked to put all the argument BS behind us.
And goes to Dictionary.com and looks for bigger words to make it sound intelligent (AND YES, THAT WAS BEING SARCASTIC!!!).

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Mon, 05 Apr 2004 20:55:27 GMT
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It needs a lot of work. It barely resembles the image shown at E3.

Quote:Arguing with Aircraftkiller is like arguing with a wall.

Only because you're wrong.

Subject: C&C Commando Development Screenshots
Posted by [Panther](#) on Tue, 06 Apr 2004 02:02:24 GMT
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no, it's like arguing with a brick wall because you never stop to think that YOU could be wrong, or maybe you know you're wrong-- but you're just too stubborn to admit it... either way....

Subject: C&C Commando Development Screenshots
Posted by [Genocide](#) on Tue, 06 Apr 2004 02:14:57 GMT
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Ack don't forget that you cant sell renalert with those beta units in, you have right to use them without profit.

Subject: C&C Commando Development Screenshots
Posted by [Darkblade](#) on Tue, 06 Apr 2004 02:18:04 GMT
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well, i cant be arsed arguing the point right now because its about 3am.
Lets just say its debatable.
It depends what you see as a game or what you see as a modification.
If you really think deep into it, it seems to be a matter of opinion.

I see plenty of valid points against Ack, but i also see plenty of valid responses.

Alot of you are talking out your ass though and give some shitty "ego" (been there seen that one) reply.

You know, in the whole 4 years iv used the internet, i have not once seen one person admit they are wrong. Funny that.

Even when people say the most idiotic things they will still try to redeem themselves.

What the problem seems to be is that Ack can almost always hit back with a valid comaback.

Ho hum.

Oh, and dont listen to Panther, hes just sore because he got fired for doing fuck all.

Subject: C&C Commando Development Screenshots
Posted by [Panther](#) on Tue, 06 Apr 2004 02:20:16 GMT
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I don't care that i'm 'fired'... you know that right?

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 02:25:44 GMT
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GenocideAck don't forget that you cant sell renalet with those beta units in, you have right to use them without profit.

Wait.

Let me get this straight.

You are telling me what I can do with the assets that I legally own?

Sorry champ, it doesn't work that way.

Quote:I don't care that i'm 'fired'... you know that right?

Apparently you do, since you seem to think that you're still doing something for RA, according to Chronojam.

Subject: C&C Commando Development Screenshots
Posted by [Darkblade](#) on Tue, 06 Apr 2004 02:26:37 GMT
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Sure you don't sweetheart

Subject: C&C Commando Development Screenshots
Posted by [Panther](#) on Tue, 06 Apr 2004 02:33:42 GMT
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anyway.. it's both a game and a game modification.. depends on who you are... it can be seen like this:

- 1) it's a mod because it uses the renegade engine and many renegade assets
- 2) it's a game because it is very different from renegade and has a different storyline

Of course there could be other views.. but..

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 02:35:04 GMT
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*very few Renegade assets.

Subject: C&C Commando Development Screenshots
Posted by [Panther](#) on Tue, 06 Apr 2004 02:38:32 GMT
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Very few that you can readily see, look in the always.dat and you'll find a great deal....

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 02:40:23 GMT
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They aren't needed to run. They're just in it because we didn't want to localize everything it used to run.

Subject: C&C Commando Development Screenshots
Posted by [sniper12345](#) on Tue, 06 Apr 2004 03:38:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerIt needs a lot of work. It barely resembles the image shown at E3.

I win

eats cookie

Subject: C&C Commando Development Screenshots
Posted by [Slash0x](#) on Tue, 06 Apr 2004 04:07:44 GMT
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AircraftkillerQuote:Arguing with Aircraftkiller is like arguing with a wall.

Only because you're wrong.

No, because you are too thick headed and do not have any emotions. Some calls you something insulting, you do not care. Like our arguments, for example. We can argue about crap all day and nothing would get resolved. You just always continuously provoke these arguments like you have nothing else to do.

Overall, I like reading you posts because you argue over the dumbest things. To tell you the truth, my friends that don't even have Renegade have read your posts and think the same as I do.

sniper12345AircraftkillerIt needs a lot of work. It barely resembles the image shown at E3.

I win

eats cookie

also eats a cookie

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 04:13:23 GMT
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Of course I have emotion. People like you are meaningless to me, so why should I bother to show any emotion toward you?

Perhaps you should tell your friends that you participate in the same garbage that you accuse me of. Seems kind of odd to bash someone while doing the same damn thing.

Subject: C&C Commando Development Screenshots
Posted by [sniper12345](#) on Tue, 06 Apr 2004 08:08:34 GMT
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If we and everything about us are meaningless, maybe you shouldn't spend so much time writing insults and intelligent arguments. Why don't you keep working on RenAlert so 0.993 comes out sooner?

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 08:29:04 GMT
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If it took more than 30 seconds through 5 minutes to reply to anyone here, I'd agree with you and stop.

But it's too much fun to taunt retards. So many people get a laugh out of the reactions people have here.

It's like you correlate "your work is shit" with "you slept with my wife!!!"

Subject: C&C Commando Development Screenshots
Posted by [PsycoArmy](#) on Tue, 06 Apr 2004 10:14:26 GMT
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AircraftkillerIf it took more than 30 seconds through 5 minutes to reply to anyone here, I'd agree with you and stop.

But it's too much fun to taunt retards. So many people get a laugh out of the reactions people have here.

It's like you correlate "your work is shit" with "you slept with my wife!!!"

I don't see any retards? :rolleyes:

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Tue, 06 Apr 2004 11:34:00 GMT
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AircraftkillerIt needs a lot of work. It barely resembles the image shown at E3.
Which one?

If you meant this, you're correct. But the model isn't correct. The Tiberian Dawn buggy looked different.

If you meant this, you're wrong. This is how the Nod Buggy looked in Tiberian Dawn.

Commando's buggy is based on that last screenshot and the US Marine Corps' Fast Attack

Vehicle.

The model has been already improved... I added visible suspensions and a cage for the gunner.

Subject: C&C Commando Development Screenshots
Posted by [Slash0x](#) on Tue, 06 Apr 2004 17:02:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerIf it took more than 30 seconds through 5 minutes to reply to anyone here, I'd agree with you and stop.

But it's too much fun to taunt retards. So many people get a laugh out of the reactions people have here.

It's like you correlate "your work is shit" with "you slept with my wife!!!"
You know what's so funny, people will not be laughing with you, most are laughing at you.

You just can't take the fact that you are being stubborn.

Solution: Give SeaMan E3 models that he needs (I'm sure you have MANY places to upload these...) and SeaMan would be greatly appreciative and show you how to make the blood over the ground for your mod. (SHOULDN'T TAKE MORE THAN 15 MINUTES, 30 MIN TOPS!) - It's been a week...

I don't care if you don't like me or whatever is in your little mind, but get with the program. All I have see is your avatar all over this topic even out posting SeaMan and it's his topic. I know you'll never share those models while you wave them in front of everybody's faces...

Prove me wrong ACK, just prove me wrong...

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Tue, 06 Apr 2004 17:31:06 GMT
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This has been going for a longer time.

Quote:From: SeaMan
To: Aircraftkiller
Posted: Fri Oct 31, 2003 12:13 pm
Subject: Assets for C&C Commando mod project
Hey Aircraftkiller, I'm going to ask you this:

Could there be any chance that you would share some of your/Westwood's Renegade assets for use in the C&C Commando mod project?

For example, the original Flame tank model by Eric Kearns.

Not that if I weren't able to create new things, it it just that I want to use authentic Westwood art

whenever possible.

Here is C&C Commando's site:
<http://www.cannis.net/commando/>

At the moment it's just a file resource site for Renegade.

If you are interested, I can tell you more about this project.

Thanks in advance.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 17:58:14 GMT
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Um, no. I'm not giving away anything I own to someone who has nothing to give me in return.

Here's a better idea -- why don't you give him your work and shut the fuck up? Prove me wrong retard, prove me wrong!!!

:rolleyes:

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Tue, 06 Apr 2004 18:17:58 GMT
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AircraftkillerUm, no. I'm not giving away anything I own to someone who has nothing to give me in return.

Something big for the whole community. A mod. A game. Tiberian Dawn. Commando. Third-Person Action. How C&C Renegade was.

AircraftkillerHere's a better idea -- why don't you give him your work and shut up? Prove me wrong retard, prove me wrong!!!

:rolleyes:

A fine example of being stubborn. A+.

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 18:21:50 GMT
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I gave you my conditions. You do actual work that people will be really interested in, such as

make vehicles, terrain, buildings, etc... And I'll probably give you what I own.

If not, stop bringing it up, because I'm not going to give you a damn thing until you do what I ask. I hold the cards here, unless whoever did the Buggy is able to do the rest of what I own.

And calling me stubborn is what, a bad thing? I know I'm stubborn, that's how I am, and how you and a few other people here seem to be acting.

"Don't throw stones in glass houses without proper protection. That is all."

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Tue, 06 Apr 2004 18:55:09 GMT
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Quote:I gave you my conditions. You do actual work that people will be really interested in, such as make vehicles, terrain, buildings, etc... And I'll probably give you what I own.

The Refinery can't be done properly without the Harvester model.
Yeah, I know what it looks like, but the scale wouldn't be right.

Quote:

If not, stop bringing it up, because I'm not going to give you a damn thing until you do what I ask. I hold the cards here, unless whoever did the Buggy is able to do the rest of what I own.

Reinvent the wheel...?

If you are not sharing the models, why you wouldn't at least help recreating them by providing information like model dimensions?

Eg. Harvester's height, width and length in meters.

Quote:And calling me stubborn is what, a bad thing? I know I'm stubborn, that's how I am, and how you and a few other people here seem to be acting.

Renegade Alert would benefit from the information I have and
Commando would benefit from the E3 models you have.

You requested for information,

I requested for models.

But because people are stubborn, nothing has progressed since day one.

It would be much simpler if both sides agreed to share their resources.

Sharing can't be done if one disagrees.

Subject: C&C Commando Development Screenshots
Posted by [\[REHT\]Spirit](#) on Tue, 06 Apr 2004 19:12:33 GMT
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If you two both want something from this, why not settle with something a little different? Like the

blood trick for just one model instead of all, or a few more tricks or some assistance on something, for a few models....?

I know tricks and all may not seem like they're worth as much as a model but it's the little things that make games and mods what they are (big things play a part to). Not trying to take sides, just saying, you both could benefit from this.

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Tue, 06 Apr 2004 19:15:04 GMT
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That's what I have tried to say.

Subject: C&C Commando Development Screenshots
Posted by [kaboomer2](#) on Tue, 06 Apr 2004 20:53:07 GMT
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this is the biggest topic i have seen in a long time

Subject: C&C Commando Development Screenshots
Posted by [Aircraftkiller](#) on Tue, 06 Apr 2004 21:21:29 GMT
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I'll give you the Tiberium Harvester dimensions, but I'm not giving out the models until the conditions are met. I'm sick of loser "mods" that go nowhere. Once again, you prove you're serious and dedicated by producing work that's quality and I'll happily help out. I'm not going to waste my time anymore.

Left wheel: 3.536 in standard gmax units.

Right wheel: -3.526

Front length, including beetle pinchers: 7.043

Rear length: -4.525

Make a box, centered at 0,0,0 and input all those settings. That's how large it is.

Subject: 1337 harvy..
Posted by [Blazea58](#) on Wed, 07 Apr 2004 10:42:19 GMT
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H3Y TH4NKS FOR THE PROTOTYPE PLANS,AKC!
I AMADE T3H 1337 HARVYYYYYY YAHOOOOOOO))))!"
"OWH YOU THINK OF ITZ!"
"I R TEH BEST!"
"HAHAHAH!"
"1337 R TEH B#ST!" - For jokes.
"Wait- WTF I AM DOING?"

<http://n00bstories.com/image.view.php?id=1234321663>

Subject: C&C Commando Development Screenshots
Posted by [ericlaw02](#) on Wed, 07 Apr 2004 10:57:45 GMT
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LMAO!
All bow the 1337 God!
Wait- You should join the reborn team or something....

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Wed, 07 Apr 2004 14:08:31 GMT
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AircraftkillerI'm sick of loser "mods" that go nowhere. Once again, you prove you're serious and dedicated by producing work that's quality and I'll happily help out.

Thanks for telling about the Harvester. It will be helpful.

Don't even think about comparing Commando with mods like TiBeVo.
You know what it was like, right?

And you didn't answer my previous question.. when you said "The buggy barely resembles the image shown at E3", did you mean this one

<http://www.cannis.net/commando/images/renegade/concept/hires028.jpg>

or this one?

<http://www.cannis.net/commando/images/renegade/prop/pcg-oct99-3.jpg>

Subject: C&C Commando Development Screenshots
Posted by [sniper12345](#) on Wed, 07 Apr 2004 14:11:35 GMT
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Slash0xAircraftkillerIf it took more than 30 seconds through 5 minutes to reply to anyone here, I'd agree with you and stop.

But it's too much fun to taunt retards. So many people get a laugh out of the reactions people have here.

It's like you correlate "your work is shit" with "you slept with my wife!!!"
You know what's so funny, people will not be laughing with you, most are laughing at you.

That's just so true...

Subject: C&C Commando Development Screenshots
Posted by [cheesesoda](#) on Wed, 07 Apr 2004 15:19:45 GMT
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Actually, I think the majority is laughing with Ack. That is unless, of course, is completely wrong and out of order. But I can't pull anything off the top of my head where he does that.

Edit: 350

Subject: C&C Commando Development Screenshots
Posted by [Deactivated](#) on Wed, 07 Apr 2004 15:54:24 GMT
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It's blinding me... I think this would be more useful on nuclear explosion effect rather than vehicle lights.
(I'm using the truck as placeholder model)

Subject: C&C Commando Development Screenshots
Posted by [cheesesoda](#) on Wed, 07 Apr 2004 16:54:46 GMT
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You could stop enemies from sneaking into your base behind your harvester if you increase the brightness. They will either choose not to walk behind the harvy or end up running into a wall because they couldn't see. This of course would take away some strategy, but it'd still be funny to see an enemy running straight into a wall.
