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Subject: Re: Command and Conquer Online?

Posted by [SuperFlyingEngi](#) on Fri, 31 Mar 2006 18:27:36 GMT

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Well, I say we get started tomorrow. Let's set up a sign-up sheet or something for all the positions we need filled, like

Project Lead

Coder

Animator

Character Modeller

Building Modeller

Vehicle Modeller

Weapon Modeller

Level Designer

UVW Unwrapper

Texturer

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

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

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