
Subject: Re: Command and Conquer Online?
Posted by [xoham](#) on Mon, 14 Aug 2006 16:22:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

What about starting the work on the UT2 engine and porting it when 2007 comes out? They postponed it to "second half" 2007 which, taken to its extreme, means a year away. You could be done on UT2 by then and then port it over. They may even provide conversion utilities.
