Subject: C&C: Online (GSA Replacement by fans)
Posted by Sean on Mon, 23 Jun 2014 21:30:28 GMT

View Forum Message <> Reply to Message

Phil, on 21 Jun 2014 - 11:48 AM, said: wrote:

CnCOnline_announcement_logo.png

Revora_announcement_logo.png

Hello everyone! We are proud to present to you C&C:Online, the community-driven GameSpy replacement!

Like us on Facebook!

Below you will find all the information we currently have to share.

WHAT IS C&C:ONLINE?

C&C:Online is a GameSpy emulating server for modern Command & Conquer, created and hosted by Revora.

It's based on our T3A:Online project for BFME, adapted to work for all the Command & Conquer games affected by the GameSpy closure (Generals, Zero Hour, C&C 3, Kane's Wrath, Red Alert 3).

GameReplays.org will be working with Revora in managing, developing and promoting the new online service.

C&C:Online lets you use the game's native online interface, exactly like you are used to now (no LAN). It works by using a simple launcher that redirects traffic to our server. In order to participate in the new service, you will need to download the C&C:Online launcher for your game(s), and create an account at Revora. Your Revora account name is then synchronised to be your new "EA" account name. Don't worry, you will still be able to choose different nicknames.

While we cannot realistically expect everybody that is currently using the official online service to move to C&C:Online with us, we hope that our service can convince a sizeable number of users. We have every reason to look forward to a bright future for our games and communities.

C&C:Online is supported by:
GR_logo.png NZ_logo.png GEN_logo.png BRICK_logo.png PPM_logo.png

WHEN WILL IT BE RELEASED?

Very soon. Make sure to keep an eye on the C&C:Online Facebook page.
Once it is released, we will post links to the new C&C:Online website, from which you will be able to download the C&C:Online clients, as well as find installation instructions and links to support and community forums at Revora.

HOW MUCH IS DONE?

We are confident that we can release C&C:Online for all five affected C&C titles (Generals, Zero Hour, C&C 3, Kane's Wrath, and Red Alert 3) simultaneously, in time for the GameSpy shutdown.

The first release will contain the following features for all titles:
Playing games
Hosting and joining games
Chat functions
Buddy systems
The server is still under heavy development at the moment in order to make it by June 30. The basics (login, chat, buddy system) for all games are working, but the listing of Generals and Zero Hour games in the lobby is still somewhat problematic. We're doing our best not to let you guys down!

WHAT WILL BE DONE LATER?

After the initial release, we will continue development to add more features.
We will be working on:
Statistics
Ranking
Automatch systems
Together with GameReplays we are looking into a method to verify users that want to keep their old nicknames (to prevent impersonation), and to link these to existing statistics and rankings.

WHAT CAN I DO TO HELP?

We need this news to be spread as far across the global C&C community as possible, so help us spread the word!

We could also really use some donations! Revora is a non-profit association, and so all proceeds go towards server costs and improving our infrastructure.

btn_donate_LG.gif

In the same vein, if you happen to own a VPS hosting company and have a spare server, we would really appreciate the support. We will host C&C:Online on Revora's dedicated server for now, but with so many players this is probably not a viable long-term solution.

FURTHER READING

Revora and the server project
About Revora / The Revora Association
The origin of the Revora C&C:Online project: T3A:Online - Forum / Website / Original
Announcement
Gamespy shutdown
Gamespy on Wikipedia
Official Gamespy Goodbye
Follow the discussion on reddit
Follow the information published on Gamereplays
Affected Games of the C&C Series
Generals GR.org / Wikipedia
Zero Hour GR.org / Wikipedia
C&C 3 GR.org / Wikipedia
Kane's Wrath GR.org / Wikipedia
Red Alert 3 GR.org / Wikipedia

Go register over at their forums: http://forums.revora.net/ and when they release their game
launcher you can continue using your online modes that are built into the games! No need for
LAN. Please also show them some support on facebook please:
https://www.facebook.com/cnconline.revora

Just thought I'd share for you guys!