
Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone

Posted by [Kamuix](#) on Sat, 20 Apr 2019 20:22:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

So when you're finishing one mission and moving onto the next, or if you're just clicking to play a specific mission, as soon as the briefing starts just click A to skip it because whatever the voice says and starts briefing you (because N64 C&C doesn't have the briefings in full video) doesn't matter anyway because it's not in sync with the missions you're playing since i remade all of them obviously.

Too bad we couldn't have inserted our own briefings into the game but we didn't get that far in the sense that I don't know how to insert audio into the rom.

When it comes to inserting things from the original C&C me and Nyerguds(who i owe extra credit to) weren't able to get that far

Much credit goes to Nyerguds actually He's the one who works with CNCnet and he's the one who Patched the original C&C so it would work better and more modern for everyone who wants to have a lan game of C&C and etc. here:

url]<http://nyerguds.arsaneus-design.com/cnc95upd/cc95p106/>[/url]

I'm mostly the mission/map maker so my briefings for the maps I've made are all the same and that is to "destroy all enemy bases and units".

I could have made maps with a uniq objective like to capture a curtain building with an engineer but i haven't quite figured out how to change the breifing part yet.

Oh and go with a remote control i recommend this type of remote:

Or iffff you still have N64 controllers:

You can find these converter extenders on ebay or amavon for a reasable price

File Attachments

1) [Remotecn.PNG](#), downloaded 748 times



2) [remote2.PNG](#), downloaded 766 times

