
Subject: Command & Conquer Commando is officially in production
Posted by [Deactivated](#) on Sat, 17 Apr 2004 16:16:42 GMT

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Many rumors have been floating around, many questions left unanswered..
but no more.

This is official announcement for Command & Conquer Commando Total Conversion for Command & Conquer: Renegade.

Visit the Command & Conquer Commando site for more information.

Subject: Command & Conquer Commando is officially in production
Posted by [jd422032101](#) on Sat, 17 Apr 2004 16:42:24 GMT

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neeto

Subject: Command & Conquer Commando is officially in production
Posted by [Aircraftkiller](#) on Sat, 17 Apr 2004 17:22:19 GMT

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Remove that gay site counter and the website will actually load.

Subject: Command & Conquer Commando is officially in production
Posted by [PiMuRho](#) on Sat, 17 Apr 2004 17:23:30 GMT

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Some actual content would be nice, too.

Subject: Command & Conquer Commando is officially in production
Posted by [Deactivated](#) on Sat, 17 Apr 2004 17:28:36 GMT

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Aircraftkiller Remove that site counter and the website will actually load.

Removed the script... any changes?

Subject: Command & Conquer Commando is officially in production

Posted by [IRON FART](#) on Sat, 17 Apr 2004 17:28:55 GMT

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Yea...it need some content.

Subject: Command & Conquer Commando is officially in production

Posted by [Deactivated](#) on Sat, 17 Apr 2004 17:37:13 GMT

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Content.. in what aspect?

<http://www.cannis.net/yuri/cnews.php> News.

<http://www.cannis.net/commando/story.shtml> The story.

<http://www.cannis.net/commando/tiberium.shtml> Tiberium info.

<http://www.cannis.net/commando/weapon.shtml> List of weapons.

<http://www.cannis.net/commando/gerson.shtml> GDI personell.

<http://www.cannis.net/commando/nerson.shtml> Nod personell.

Subject: Command & Conquer Commando is officially in production

Posted by [PiMuRho](#) on Sat, 17 Apr 2004 17:41:26 GMT

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That's just a list of information straight out of C&C.

How much of this is going to be actually made

It's not at all clear what you're actually doing, and bar the picture of the buggy and the C4, there's nothing to indicate any kind of progress at all.

Subject: Command & Conquer Commando is officially in production

Posted by [Deactivated](#) on Sat, 17 Apr 2004 17:47:48 GMT

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Remember that this is announcement about C&C Commando confirmed as a true project, not that it has been released.

99 percent of the things you see in the site are going to be in the project.

Why 99%? Because there is a possibility that designs can change slightly during the progress.

People have demanded to know if the Command Project is true.

PiMuRhoThat's just a list of information straight out of C&C.

If it wasn't from C&C, it wouldn't be Commando.

Subject: Command & Conquer Commando is officially in production

Posted by [IRON FART](#) on Sat, 17 Apr 2004 18:50:37 GMT

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SeaManContent.. in what aspect?

<http://www.cannis.net/yuri/cnews.php> News.

<http://www.cannis.net/commando/story.shtml> The story.

<http://www.cannis.net/commando/tiberium.shtml> Tiberium info.

<http://www.cannis.net/commando/weapon.shtml> List of weapons.

<http://www.cannis.net/commando/gerson.shtml> GDI personell.

<http://www.cannis.net/commando/nerson.shtml> Nod personell.

Make the home page have all the content from the news page but keep all the navigation links and it will be much better.

btw, that C4 game is a nice touch.

Subject: Command & Conquer Commando is officially in production

Posted by [Aircraftkiller](#) on Sat, 17 Apr 2004 18:59:54 GMT

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We already knew it was true because you've been badgering people about it for the past eight months.

Subject: Command & Conquer Commando is officially in production

Posted by [Deactivated](#) on Sat, 17 Apr 2004 19:12:57 GMT

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But not everybody knew about the project. Only rumors.

Quote:

There have been many rumors about a new mod for YR Secrets Revealed. If anyone knows were to get it please reply to my question.

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

This announcement is the answer for such questions.

Subject: Command & Conquer Commando is officially in production

Posted by [Spice](#) on Sat, 17 Apr 2004 22:41:54 GMT

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ummm ok?

Subject: Command & Conquer Commando is officially in production

Posted by [maytridy](#) on Sun, 18 Apr 2004 03:20:24 GMT

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Is that Navbar taken out of the always.dat?

Subject: Command & Conquer Commando is officially in production

Posted by [IRON FART](#) on Sun, 18 Apr 2004 05:36:52 GMT

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No.

Fan site pack.

Subject: Command & Conquer Commando is officially in production

Posted by [Oblivion165](#) on Sun, 18 Apr 2004 06:39:22 GMT

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and your game is evil.

Subject: Command & Conquer Commando is officially in production

Posted by [Deactivated](#) on Sun, 18 Apr 2004 08:10:51 GMT

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IRON-FARTNo.

Fan site pack.

It doesn't have these.

oblivion165and your game is evil.

Well, um, better luck next time?

Subject: Command & Conquer Commando is officially in production

Posted by [Oblivion165](#) on Sun, 18 Apr 2004 08:28:46 GMT

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it was a compliment

Subject: Command & Conquer Commando is officially in production

Posted by [Deactivated](#) on Sun, 18 Apr 2004 11:40:27 GMT

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AircraftkillerWe already knew it was true because you've been badgering people about it for the past eight months.

Towards the end of the 2003'ies, the UN outlined the purpose of the secret Mod Corps, and stated a number of other policies regarding its activities which are still classified today.

The Mod Corps became active under the designation of: "Commando".

It would eventually be the ominous operation "Announcement" that would officially reveal the existence of Commando and its purpose as a C&C action game.

This time to officially announce the existence and purpose of the organizationand to come together one more time to rewrite the proposal of the late 2003s.

In accordance with the United Nations Total Conversion Act (UNTCA), C&C Commando was announced at the date of April 17th, 2004.

The UN proposal stated the following:

C&C Commando was founded to enforce United Nations Total Conversion Act and uphold the ideals as outlined in the United Nations Charter.

Subject: Command & Conquer Commando is officially in production

Posted by [kawolsky](#) on Sun, 18 Apr 2004 20:21:23 GMT

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lol...2003s.....

Subject: Command & Conquer Commando is officially in production

Posted by [Atom Bomb5000](#) on Sun, 18 Apr 2004 20:31:13 GMT

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lol oblivion u have a slideshow, sorta.....about ur avatar. lol is that an evil puppet??

Subject: Command & Conquer Commando is officially in production

Posted by [Dante](#) on Thu, 22 Apr 2004 06:01:58 GMT

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nice work, looks interesting...

Subject: Command & Conquer Commando is officially in production

Posted by [Oblivion165](#) on Thu, 22 Apr 2004 06:19:46 GMT

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Atom Bomb5000lol oblivion u have a slideshow, sorta.....about ur avatar. lol is that an evil puppet??

i just ran out of room on my avatar, it wil be changed.
