
Subject: SC Mod

Posted by [SuperFlyingEngi](#) on Mon, 10 May 2004 02:27:23 GMT

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Someone should make a TC Starcraft mod for Renegade.

Subject: SC Mod

Posted by [NeoX](#) on Mon, 10 May 2004 02:37:10 GMT

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Working on it . Im 90% done it.

Subject: SC Mod

Posted by [PsycoArmy](#) on Mon, 10 May 2004 11:22:18 GMT

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prove it

Subject: SC Mod

Posted by [Spice](#) on Mon, 10 May 2004 12:05:27 GMT

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NeoXWorking on it . Im 90% done it.

Cough Bullshit *Cough*

Subject: SC Mod

Posted by [Oblivion165](#) on Mon, 10 May 2004 16:40:29 GMT

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Its bullshit, he hasnt asked for help, said anything or showed any work, and he better not just say "oh i was kidding. heheheh" or some shit like that.

Subject: SC Mod

Posted by [htmlgod](#) on Mon, 10 May 2004 20:22:37 GMT

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Actually in blizzard's terms of use for starcraft they say you may not

Quote:(ii) copy, photocopy, reproduce, translate, reverse engineer, modify, disassemble, or

de-compile in whole or in part...

their software. So yeah.

Subject: SC Mod

Posted by [boma57](#) on Mon, 10 May 2004 20:32:26 GMT

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Technically you're not copying, photocopying, reproducing, translating, reverse engineering, modifying, disassembling, or de-compiling the software at all.

Just the concept.

But yeah, they'd probably get their knickers in a twist if Renegade wasn't such an uninfluential game. As it stands though, it'd probably just fly right under the radar.

Subject: SC Mod

Posted by [Oblivion165](#) on Mon, 10 May 2004 21:13:09 GMT

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I dont think they would care anyway, that games old and sucked when it was out. It cost 9.99 now, theve moved on.....its old news.....

the more i write the more i think renegade.....

but they support modding, and renegade doesnt suck

Subject: SC Mod

Posted by [Slicer_238](#) on Mon, 10 May 2004 21:25:27 GMT

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NeoX if yo ureally are making one lemme try it out. Since the last time this was brought up by some guy with Fox in his name I wanted a SC mod. He has the sweetest marine model as well.

Subject: SC Mod

Posted by [Mad Ivan](#) on Mon, 10 May 2004 21:40:27 GMT

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One Ren->SC mod already got canned by Blizzard, IIRC.You are copying THEIR IDEAS, that was the violation i think...

Subject: SC Mod
Posted by [NeoX](#) on Mon, 10 May 2004 21:54:33 GMT
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EXdeath7NeoXWorking on it . Im 90% done it.

Cough Bullshit *Cough*

Yea exactly It would be kool but on a better engine no offence i dont think its worth a new mod teams time to enter now...

Subject: SC Mod
Posted by [Spice](#) on Mon, 10 May 2004 22:57:54 GMT
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NeoXEXdeath7NeoXWorking on it . Im 90% done it.

Cough Bullshit *Cough*

Yea exactly It would be kool but on a better engine no offence i dont think its worth a new mod teams time to enter now...

Heh if you can get Blizzard to say yes for a mod id gladley help out on a better game engine. The blizzard and yes part might not go to well

Subject: SC Mod
Posted by [NeoX](#) on Tue, 11 May 2004 02:02:56 GMT
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Well heres a plan Give them the FINGER just steal the games concept and dont use and copywrited names of character and they cant to fuck all by concept i mean the way it plays.

Subject: SC Mod
Posted by [icedog90](#) on Tue, 11 May 2004 04:02:47 GMT
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Sadly, I can barely understand most of you. Please learn some english skills.

Subject: SC Mod
Posted by [SuperFlyingEngi](#) on Wed, 12 May 2004 00:31:39 GMT
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Whut yuu implore by "Englise skeelz" now hurry?

Subject: SC Mod

Posted by [Mad Ivan](#) on Wed, 12 May 2004 19:27:10 GMT

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Dood, continue to talk foolish and you will get lesser attention from other people in the future.

Icedog is right. I couldnt understand any shit of what you guys replied. I know i aint the best speller around here but at least try to make some sense. What the hell does that mean:

Quote: Heh if you can get Blizzard to say yes for a mod id gladley help out on a better game engine. The blizzard and yes part might not go to well

I can follow you untill "mod id" and then i lost the idea behind the post.

Back on topic:

Its hard really to explain why Blizzard are sending warnings about legal actions to people that start mods on Game Engines, other then Blizzard`s. I can only remember that so far 2 Mods For Ren Got Canned (REN->SC), one for Serious Sam got canned (SS->SC), one for RA2 got canned (RA2->SC).

The only two *SOMETHING*->SC mods living are WC3:TFT->SC and Generals:Zero Hour->SC.

The first is living WITH the blessing of Blizzard (yes, e-mail was sent to blizzard and they approved the project, irc) and surprisingly the second is also alive, perhaps because Blizzard dont know that it exists

The first Ren->SC mod got a threat and turned in some Human(Terran)/Elder(protoss)/Scourge(Zerg) shit, but it didnt go nowhere, IIRC.

EDIT: A SC2 Game by fans was also being developed, a 3D RTS. Guess what happened

Subject: SC Mod

Posted by [jonwil](#) on Thu, 13 May 2004 03:34:28 GMT

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Blizzard is VERY protective of their IP.

Even though Starcraft is available for next to nothing right now, its still VERY popular (especially in places like Korea)

Plus, at some point, blizzard are going to release a Starcraft 2 (why they havent already done Warcraft III engine -> Starcraft 2 is beyynd me, it would probably be one of the hottest games of all time) and having "starcraft" mods for other games (e.g. Starcraft mods for Renegade, Generals, RA2 etc) would probably hurt sales of Starcraft 2.

Permission was probably given for the WC3->SC mod because it is a mod to another blizzard

game.

Subject: SC Mod

Posted by [Mad Ivan](#) on Thu, 13 May 2004 05:57:51 GMT

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Quote:Permission was probably given for the WC3->SC mod because it is a mod to another blizzard game.

My point exactly.

Quote:having "starcraft" mods for other games (e.g. Starcraft mods for Renegade, Generals, RA2 etc) would probably hurt sales of Starcraft 2.

Yes, that ,indeed, might be it.

So there you have it - no mods to SC.

Subject: SC Mod

Posted by [Slicer_238](#) on Mon, 17 May 2004 03:09:40 GMT

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Well I found two free Terran marine models plus the one in WC3 which I need to figure out how to extract. Now only if I can find someone with spare time to convert one of these into Renegade as a character replacement model

Subject: SC Mod

Posted by [Mad Ivan](#) on Mon, 17 May 2004 07:04:36 GMT

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i have all Marine, Protoss and Zerg models (low polycount) from the game project that was canceled

Subject: SC Mod

Posted by [Spice](#) on Mon, 17 May 2004 07:22:01 GMT

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Do you mind posting pictures of those models.

Subject: SC Mod

Posted by [Mad Ivan](#) on Mon, 17 May 2004 08:02:39 GMT

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they are arround 10-15 polys each and noone made skins.They look horrible

Subject: SC Mod

Posted by [Slicer_238](#) on Mon, 17 May 2004 19:30:11 GMT

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Mad Ivani have all Marine, Protoss and Zerg models (low polycount) from the game project that was canceled

Do you mean the one that the Fox person was making back in the day?

Subject: SC Mod

Posted by [Slash0x](#) on Mon, 17 May 2004 19:38:37 GMT

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I made a few buildings, but I didn't get any help on the mod, so I gave up...if I can find the file, I could post a ss...

Subject: SC Mod

Posted by [Mad Ivan](#) on Mon, 17 May 2004 20:23:54 GMT

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a fan-made StarCraft 3D RTS Game...they had much of the engine and a level editor done i think.I think it was called StarCraft3D...

I know, i think too much.I found this quote from a SC site backup i have:

Quote:devoted once to building a 3D version of StarCraft, this project was recently killed by Blizzard for copyright reasons.

Show some screenies

Oh and for the Generals mod:

<http://mods.moddb.com/1530/>

Thought i am expecting the "Bad News" announcement to pop up any second

Subject: SC Mod

Posted by [Slicer_238](#) on Mon, 17 May 2004 20:55:10 GMT

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Damn, Mad Ivan you know any modeller that has alot of experience and some free time to convert this Terran Marine model for Renegade usage?

Subject: SC Mod
Posted by [Spice](#) on Mon, 17 May 2004 21:57:56 GMT
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what format is it in slicer

Subject: SC Mod
Posted by [Slicer_238](#) on Mon, 17 May 2004 22:26:05 GMT
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The Quake 2 one is .pcx and the other one from the free model site is .3ds

Subject: SC Mod
Posted by [Infinint](#) on Mon, 17 May 2004 23:52:13 GMT
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Don't worry about the model, its like 18000 polys. Anyways, Blizzard will NEVER let you make a mod, mostly becuase star craft ghost is comming out.

Subject: SC Mod
Posted by [Spice](#) on Tue, 18 May 2004 02:19:40 GMT
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Star craft ghost was suppose to come out december 2003. Where the fuck is it.

Subject: SC Mod
Posted by [Infinint](#) on Tue, 18 May 2004 02:37:46 GMT
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Ya, where the fuck is it? ... I can't wait to waste the place with that nuke :twisted:

Subject: SC Mod
Posted by [Spice](#) on Tue, 18 May 2004 04:05:23 GMT
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Ya i know , I hyst cant wait to drive the Goliath and Seige tank Maybe they are delaying it to add

a multiplayer

Goes to blizzard to check it out

Subject: SC Mod
Posted by [Spice](#) on Tue, 18 May 2004 04:21:55 GMT
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Ahh StarCraft Ghost will most deffinently have a Multiplayer.

<http://www.scraftghost.net/article.php?artid=1&action=part1>

Subject: SC Mod
Posted by [Oblivion165](#) on Tue, 18 May 2004 04:45:16 GMT
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Man that still hasnt come out? i remeber hearing about that like 5 years ago.

Subject: SC Mod
Posted by [Mad Ivan](#) on Tue, 18 May 2004 07:31:38 GMT
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5 years ago?It was announced two years ago...

I have the model somewhere arround my HD (that high-poly thing), thought i doubt Bliz will allow you to make it

Anyone know if SC:G will make it on PC?I am not shure thought it would open some modding opportunities if it does

Subject: SC Mod
Posted by [Oblivion165](#) on Tue, 18 May 2004 08:06:16 GMT
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it just seems like it

Subject: SC Mod
Posted by [Spice](#) on Tue, 18 May 2004 08:08:02 GMT
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Im sure i was announced 2 years ago but its been drifting around forever

Subject: SC Mod

Posted by [Infinint](#) on Tue, 18 May 2004 20:32:37 GMT

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The idea for a SP Star Craft has been around, like EXdeath7 said, forever.
