
Subject: Commando : Open Source
Posted by [Genocide](#) on Thu, 16 Sep 2004 17:51:09 GMT
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As you may or may not know, C&C Commando , The Tiberian Dawn mod for Renegade is planning to move to another engine, i have therefore resigned from the mod and all my assets are not to be used in the further engines, so i have released everything i have made for commando.

You will need a program the opens .RAR (Winrar)

The Rar Contains The Following:

- Commando Combat Knife
- Commando GDI And Nod Helipads
- Commando Nod Buggy
- Commando Nod Turret
- Commando Repair Facilites
- Commando GDI Hummvee (Model By Havoc89)
- Commando GDI Orca Lift Truck
- Commando Nod Cargo Truck
- Commando Plastic C4 Charge
- Commando Samsite

I demand that if they are used, they are only used within the C&C Renegade community and that i get credit for them.

Enjoy, and i hope these prove useful modding assets:

http://tgnetwk.com/~gen0cide/Commando_Source.rar

Genocide

Subject: Commando : Open Source
Posted by [Vitaminous](#) on Thu, 16 Sep 2004 18:41:31 GMT
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You too? I wasn't really expecting that.

Subject: Commando : Open Source
Posted by [icedog90](#) on Thu, 16 Sep 2004 20:03:37 GMT
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Just because RenAlert is doing it, everyone else wants to do it.

Subject: Commando : Open Source
Posted by [Sir Phoenixx](#) on Thu, 16 Sep 2004 20:32:12 GMT
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We're not doing anything...

Subject: Commando : Open Source
Posted by [SuperFlyingEngi](#) on Thu, 16 Sep 2004 20:40:03 GMT
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Why is Seaman bothering to move Commando to a new engine? He's just gonna work into a stall on that one, too, and by the team he has this much work done again, a new game engine will be out that will be that much better. I sense an endless loop...

Subject: Commando : Open Source
Posted by [glyde51](#) on Thu, 16 Sep 2004 20:44:32 GMT
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i was thinking that this would be the best mod, but who wants a cnc mod on a different engine?

Subject: Commando : Open Source
Posted by [WNxCABAL](#) on Thu, 16 Sep 2004 20:45:55 GMT
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well, I'm guessing I'm saying bub-by to commando then

Subject: Commando : Open Source
Posted by [Ferhago](#) on Thu, 16 Sep 2004 20:53:20 GMT
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I said buh bye to that mod as soon as I saw what that awful awful man did to the harvester

Subject: Commando : Open Source
Posted by [icedog90](#) on Thu, 16 Sep 2004 21:09:04 GMT
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Sir PhoenixxWe're not doing anything...

What are you talking about?

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=4512>

And no, I didn't mean "right away", so don't bother to try to correct me on that.

Subject: Commando : Open Source

Posted by [smwScott](#) on Thu, 16 Sep 2004 23:31:53 GMT

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SuperFlyingEngiWhy is Seaman bothering to move Commando to a new engine? He's just gonna work into a stall on that one, too, and by the team he has this much work done again, a new game engine will be out that will be that much better. I sense an endless loop...

Not really, it's downright silly to continue work on a mod for Renegade unless it's right on the verge of being released. Ren Alert, the most popular mod for Renegade, isn't getting nearly as many players as a lot of shitty, unpopular Half-Life mods. This certainly isn't because of quality, but because the game the mod is built off of was not very popular.

Just look at it this way. You can make two relatively identical mods (gameplay wise) for Renegade and Half-Life 2. With Renegade, you have to do a tremendous amount of scripting and hacking to the engine just to get it to do basic things that come standard in modern engines. You will probably spend more time and more work getting the mod out in a relatively stable form. After all this work, you will get a fairly small number of players compared to mods for more popular games. Now, if you made that same mod for Half-Life 2 then you wouldn't have spent nearly as much time coding and more time fine tuning the gameplay. The graphics would be uncomparably better, and it would be an overall much higher quality product. The best part is you will have many, many times the amount of players you would have with Ren.

Renegade is a great game. In my opinion it's the most underrated game ever. But that doesn't change the fact that it's a shitty basis for a successful mod.

Subject: Commando : Open Source

Posted by [Dante](#) on Fri, 17 Sep 2004 04:23:19 GMT

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obviously you fail to realise the large amount of coding that it is going to take even on the Source engine to make anything remotely close to Renegade?

just letting you know, all FPS games "programatically" work different.

Subject: Commando : Open Source

Posted by [icedog90](#) on Fri, 17 Sep 2004 05:00:46 GMT

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That also goes for Dead 6, Dante.

Subject: Commando : Open Source
Posted by [Dante](#) on Fri, 17 Sep 2004 05:01:47 GMT
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yes, but i am well aware of what needs to be coded, and have some people on the team that have worked quite a bit with the hl coding techniques, and are VERY good with C++ programming.

Subject: Commando : Open Source
Posted by [Deactivated](#) on Fri, 17 Sep 2004 08:31:09 GMT
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smwScottNot really, it's downright silly to continue work on a mod for Renegade unless it's right on the verge of being released. Ren Alert, the most popular mod for Renegade, isn't getting nearly as many players.... -snip-.

My point exactly. The Source allows to do things that that was not possible do in Renegade or they were in very limited form. Like for example, a true night vision/IR goggles mode can be done with Source while Renegade could only make the screen green with an alpha channel.

Subject: Commando : Open Source
Posted by [PiMuRho](#) on Fri, 17 Sep 2004 08:42:58 GMT
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Something else to bear in mind is that no assets from Renegade (textures, models, sounds etc) can be used in a mod on another engine - everything would have to be created from scratch.

Subject: Commando : Open Source
Posted by [Deactivated](#) on Fri, 17 Sep 2004 08:49:18 GMT
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I am fully aware of that.

Subject: Commando : Open Source
Posted by [Sir Phoenixx](#) on Fri, 17 Sep 2004 12:20:16 GMT
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icedog90Sir PhoenixxWe're not doing anything...

What are you talking about?

<http://dynamic6.gamespy.com/~renalert/forum/index.php?showtopic=4512>

And no, I didn't mean "right away", so don't bother to try to correct me on that.

They're just giving up on their little dead mod and abandoning Renegade, we simply announced that when our mod is finished we might move on to create a new mod together on a new engine, what we're doing is completely different.

Subject: Commando : Open Source
Posted by [Deactivated](#) on Fri, 17 Sep 2004 12:24:57 GMT
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Only those who didn't want to move on quit.

Subject: Commando : Open Source
Posted by [Renardin6](#) on Fri, 17 Sep 2004 14:26:40 GMT
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Danteyes, but i am well aware of what needs to be coded, and have some people on the team that have worked quite a bit with the hl coding techniques, and are VERY good with C++ programming.

what about sharing your code (when done of course) later to help other people to make renegade-like mod on HL2 engine ?

If you do a such thing, we will make an HL2 version in the future.

Subject: Commando : Open Source
Posted by [PiMuRho](#) on Fri, 17 Sep 2004 14:29:12 GMT
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Ha, now that's an interesting question.

Subject: Commando : Open Source
Posted by [Sir Kane](#) on Fri, 17 Sep 2004 14:32:47 GMT
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Should have seen that question coming.

Subject: Commando : Open Source
Posted by [Dante](#) on Fri, 17 Sep 2004 16:29:52 GMT
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Renardin6Danteyes, but i am well aware of what needs to be coded, and have some people on the team that have worked quite a bit with the hl coding techniques, and are VERY good with C++ programming.

what about sharing your code (when done of course) later to help other people to make renegade-like mod on HL2 engine ?

If you do a such thing, we will make an HL2 version in the future.

no offense...

LMFAO

Subject: Commando : Open Source
Posted by [PiMuRho](#) on Fri, 17 Sep 2004 16:47:16 GMT
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- 1) We've never stated that we're making a Renegade multiplayer clone.
 - 2) If we built a common Renegade-style multiplayer framework, then there'd just be a bunch of near-identical mods with slightly different characters/units/vehicles. Not fun.
-

Subject: Commando : Open Source
Posted by [Oblivion165](#) on Fri, 17 Sep 2004 16:53:26 GMT
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Wasted all of that time.

Subject: Commando : Open Source
Posted by [Demolition man](#) on Fri, 17 Sep 2004 17:22:37 GMT
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Renardin6Danteyes, but i am well aware of what needs to be coded, and have some people on the team that have worked quite a bit with the hl coding techniques, and are VERY good with C++ programming.

what about sharing your code (when done of course) later to help other people to make renegade-like mod on HL2 engine ?

If you do a such thing, we will make an HL2 version in the future. The only way could be that they work to gether with an other team but this community was never really help friendly so why would they work together with ppl like that?

Subject: Commando : Open Source
Posted by [Jaspah](#) on Fri, 17 Sep 2004 18:27:13 GMT
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Very cool assets... I especially like the buggy.

Subject: Commando : Open Source
Posted by [Sir Phoenixx](#) on Fri, 17 Sep 2004 18:53:10 GMT
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Quote:The only way could be that they work to gether with an other team but this community was never really help friendly so why would they work together with ppl like that?

He's asking to get his HL2 mod's code for nothing, that has nothing to do with helping a community, or even this community.

Subject: Commando : Open Source
Posted by [Hav0c](#) on Fri, 17 Sep 2004 19:00:20 GMT
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If i worked on coding a whole mod i know i wouldn't be just passing it over to someone. Was a pretty far fetched request.

Subject: Commando : Open Source
Posted by [Deactivated](#) on Fri, 17 Sep 2004 19:04:24 GMT
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j4S[p]Very cool assets... I especially like the buggy.

If you ask why it was scrapped, it was because it didn't have any kind of suspension and making the axles work as suspension looked silly.

Subject: Commando : Open Source
Posted by [icedog90](#) on Fri, 17 Sep 2004 19:20:13 GMT
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Half-Life 2 has really cool buggy physics. Watch either the "Coastline" or "Coast" video for Half-Life 2.

Subject: Commando : Open Source

Posted by [Deactivated](#) on Fri, 17 Sep 2004 20:17:12 GMT

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icedog90Half-Life 2 has really cool buggy physics. Watch either the "Coastline" or "Coast" video for Half-Life 2.

I did. Really cool stuff.

Subject: Commando : Open Source

Posted by [PiMuRho](#) on Fri, 17 Sep 2004 20:20:52 GMT

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You won't be able to use that level of physical simulation in multiplayer.

Subject: Commando : Open Source

Posted by [Deactivated](#) on Fri, 17 Sep 2004 20:26:10 GMT

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Still better than Renegade.

Subject: Commando : Open Source

Posted by [smwScott](#) on Fri, 17 Sep 2004 21:04:45 GMT

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Actually, I believe you will be able to attain a similar level of physics in multiplayer. You'd probably have to change the more unimportant objects client side, or remove a lot of extra physical objects to cut down lag, but it's definitely do-able. Even if you keep it standard I'm sure it will be far beyond the physics boundaries of almost any other game, even single player.

And to Dante, I'm well aware it will take a good deal of coding to get an RTS themed mod running on Source, but just look at what Ren Alert has been doing. You've got people working double time to make characters viewable in vehicles and increase the draw distance to a more acceptable length. There are still no vehicle enter/exit animations, no way of going prone, etc. Also, the infantry combat is awful and there's not much anyone can do about that. All this stuff comes out of the box with Source, allowing modders to work on more important things like getting the multiplayer modes set up properly and balancing gameplay.

The only advantage I see for Renegade is that it already has the main multiplayer mode set up and working, so you've got a head start on the devloping process. Even so, a much higher quality version of this mode, with a commander and buildable buildings could be created with Source.

Subject: Commando : Open Source

Posted by [z310](#) on Sat, 18 Sep 2004 02:55:16 GMT

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Renardin6Danteyes, but i am well aware of what needs to be coded, and have some people on the team that have worked quite a bit with the hl coding techniques, and are VERY good with C++ programming.

what about sharing your code (when done of course) later to help other people to make renegade-like mod on HL2 engine ?

If you do a such thing, we will make an HL2 version in the future.

ROFL no offence, but common...

Subject: Commando : Open Source

Posted by [PiMuRho](#) on Sat, 18 Sep 2004 04:33:22 GMT

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smwScottActually, I believe you will be able to attain a similar level of physics in multiplayer. You'd probably have to change the more unimportant objects client side, or remove a lot of extra physical objects to cut down lag, but it's definitely do-able. Even if you keep it standard I'm sure it will be far beyond the physics boundaries of almost any other game, even single player.

I was referring to the physical simulation of the buggy. In a game of 16+ players, you couldn't run it as if it were single-player.

Subject: Commando : Open Source

Posted by [icedog90](#) on Sat, 18 Sep 2004 04:37:44 GMT

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PiMuRhol was referring to the physical simulation of the buggy. In a game of 16+ players, you couldn't run it as if it were single-player.

Why not? It will cause lag? So what you're saying is that in multiplayer, the buggy's physics are toned down?

Subject: Commando : Open Source

Posted by [PiMuRho](#) on Sat, 18 Sep 2004 06:20:49 GMT

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There's two types of physics - server-side and client-side.

Anything done server-side is calculated by the server and the data sent to all the clients. This is for stuff that is essential that all players receive the accurate data. For example - a large rock on top of a cliff. If it's pushed off, each client needs to know the exact position in case it affects anything (or themselves). Obviously, any server-side data is passed to each client, so this increases the bandwidth requirements.

Client-side stuff is easier. It's calculated on each client machine, because the data isn't a necessary part of the gameplay. The ragdoll death animations you see in games like Far Cry, UT2004 etc are examples of this. Anything processed client-side will appear slightly differently for each player.

The buggy in HL2 singleplayer has quite a lot of physical simulation going on. The wheels are properly simulated, as is the suspension and the body. To use it in multiplayer, you'd have to tone the physics down quite a lot until you found an acceptable balance between simulation and playability. It'd still be a damn sight better than Renegade's vehicle physics, though

Subject: Commando : Open Source
Posted by [Deactivated](#) on Sun, 19 Sep 2004 09:05:42 GMT
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For example, in Renegade if your vehicle tipped over, the vehicle would explode after a few seconds. But in Source the vehicle can be pushed back on its wheels/tracks.

Subject: Commando : Open Source
Posted by [Hav0c](#) on Sun, 19 Sep 2004 09:06:55 GMT
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I think il be buying HL2 just for the mods alone

Subject: Commando : Open Source
Posted by [Deactivated](#) on Sun, 19 Sep 2004 09:11:27 GMT
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Make sure you got a decent rig to play with. I'm upgrading from my old GF4 Ti 4800 SE to ATI Radeon 9600XT.

Subject: Commando : Open Source
Posted by [Dan](#) on Sun, 19 Sep 2004 09:54:50 GMT
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I think I should be Ok: Sapphire X800 Pro =)

Subject: Commando : Open Source
Posted by [Hav0c](#) on Sun, 19 Sep 2004 10:40:42 GMT
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I need a new comp, my cpu sucks ass. I got a Radeon 9200 which should work much better if i had a better system

Subject: Commando : Open Source
Posted by [icedog90](#) on Mon, 20 Sep 2004 00:01:18 GMT
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The minimum requirements are pretty low. You'll be able to run it, but it'll run like shit.

Subject: Commando : Open Source
Posted by [WNxCABAL](#) on Mon, 20 Sep 2004 20:28:38 GMT
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So is that it then Seaman, I'm outta Commando without even been informed or appologised to? Now you got my Scans, I guess your work will be much easier.

Never been used like this before, doesn't feel good...

Subject: Commando : Open Source
Posted by [Deactivated](#) on Mon, 20 Sep 2004 20:35:42 GMT
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Didn't you say that you're leaving?
Sorry if I misunderstood you.
Should I put you back on the active members list?

Yes, those scans were very helpful.

Subject: Commando : Open Source
Posted by [WNxCABAL](#) on Mon, 20 Sep 2004 21:02:07 GMT
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find me a quote where I said I was leaving

Subject: Commando : Open Source
Posted by [Deactivated](#) on Mon, 20 Sep 2004 21:30:26 GMT

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My memory is playing tricks...
I added you back to the list.
I'm sorry if I caused any inconvenience.

Subject: Commando : Open Source
Posted by [WNxCABAL](#) on Mon, 20 Sep 2004 21:44:16 GMT
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pfft. no need.

Subject: Commando : Open Source
Posted by [Deactivated](#) on Sun, 26 Sep 2004 19:11:20 GMT
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BTW, if you want to have a quick test of HL2's physics, try this:
<http://oldsite.havok.com/xtra/demos/demo-dashcar2.html>
Use arrow keys to move around.

Subject: Commando : Open Source
Posted by [icedog90](#) on Mon, 27 Sep 2004 21:43:10 GMT
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Wow, that is so cool... 100 times better than Renegade's.

Have you tried flipping the truck? It's hard, but possible and cool.

Subject: Commando : Open Source
Posted by [Ferhago](#) on Mon, 27 Sep 2004 23:36:11 GMT
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Meh I still prefer Far cry

Call me old fashioned

Subject: Commando : Open Source
Posted by [Deactivated](#) on Tue, 28 Sep 2004 11:49:13 GMT
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Heh, I made it roll over 10 times.

Another demo:

<http://oldsite.havok.com/xtra/demos/demo-ragdoll2.html>

Subject: Commando : Open Source

Posted by [tooncy](#) on Tue, 28 Sep 2004 21:21:13 GMT

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A good game that shows off the Havok 2.0 physics is painkiller. Try using the steak gun on a zombie when you're close to a wall.

Found a cool little demo. This one shows the movement of objects attached to the main object.

Press the arrow keys to move and B rapidly to simulate rabies .

<http://oldsite.havok.com/xtra/demos/demo-dog2.html>
