
Subject: Why dont we do like Open Sun and Free C&C?

Posted by [Viking](#) on Fri, 25 Nov 2005 22:34:57 GMT

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We could make our own Renegade and have the soruce code?

I mean there are plenty of people who play/love Renegade and know C++ and would be willing to help!

Already one key person Jonwil he would help for sure! (Cus me and him both want parachutes!)

So why not make our own renegade? It could be alot better! With cool stuff like parachutes! I dont know... just saying why not?

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [JeepRubi](#) on Fri, 25 Nov 2005 23:29:53 GMT

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Why dont you go make a mod for bf2 so you can have parachutes.

Srry i sounded a little mean. Thats a good idea we could use the models that are alredy made.

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Whitedragon](#) on Fri, 25 Nov 2005 23:39:20 GMT

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Who says you cant have parachutes in Renegade right now?

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Viking](#) on Fri, 25 Nov 2005 23:51:26 GMT

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Jonwil

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [ben5015se](#) on Sat, 26 Nov 2005 08:05:50 GMT

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naw people,

bhs would think of somthing (If they helped) like uhm..cheaters..

if they didnt help then they would blame us for making cheats easier for people that make cheats..

then they wouldnt help and try to sabotoge it.. just kidding

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [icedog90](#) on Sat, 26 Nov 2005 09:13:59 GMT

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Starting an open source project like this is a lot harder than it seems...

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [ben5015se](#) on Sat, 26 Nov 2005 09:20:36 GMT

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anyone gota link to opensun and a download link to free cnc??

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [rm5248](#) on Sat, 26 Nov 2005 14:13:08 GMT

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<http://sourceforge.net/projects/freecnc>

I think that it only does TD well right now... I don't think that I got RA to work.

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [ben5015se](#) on Sat, 26 Nov 2005 17:51:57 GMT

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thanks

<http://www.petitiononline.com/opentsun/petition.html>

yea then we could use pvpgn to run it with modifications

www.pvpgn.org

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Spice](#) on Sat, 26 Nov 2005 18:19:18 GMT

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Jonwil says a lot of things aren't possible that are. There is always one way or another to acheive

your goal.

Parachutes are possible.

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Viking](#) on Sun, 27 Nov 2005 17:55:05 GMT

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Than make parachutes already!

Also that is the petiton for tiberian sun to become open soruce this is open sun.

Site:

<http://d2kstudios.com/OpenSun/news.html>

Forums:

<http://www.ppmsite.com/forum/viewforum.php?f=219&sid=b50fd5039f452777d1f56644f12bbc90>

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [ben5015se](#) on Sun, 27 Nov 2005 20:04:18 GMT

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thanks ^_^

also..

iv been trying to do somthing but with my lack of cpp knowledge its hard...

anyway integrating lua (like in gmod for hl2) into the scripts making it easier for game modes and stuff..

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Try_lee](#) on Tue, 29 Nov 2005 02:50:41 GMT

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The people that bothered signing that petition are rediculously stupid.

Why the hell would EA make Tiberian Sun open source when they're re-releasing it again in a bundle in about 2.5 months time?

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [jonwil](#) on Tue, 29 Nov 2005 03:00:32 GMT

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Giving out the source code to a game doesnt mean that they wont be able to make money off it anymore.

You will still require a copy of the game discs with the game data on them.

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Dan](#) on Tue, 29 Nov 2005 12:19:40 GMT

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I'd love to do something like this, but my knowledge of C++ isnt somewhat advanced enough to be able to make a project like this. I think the farthest I've got to something like my own 3D game is a couple of lit & textured rotating boxes moving around the screen

Of course there are quite a few people in this community which have the skills necessary to be able to actually create our own version of renegade, but even so, that would take a long time to do, and they most likely have full time jobs and possibly other commitments.

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [icedog90](#) on Tue, 29 Nov 2005 16:53:20 GMT

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I'm learning C++, but I have not yet fully covered the basics of it. I didn't know you managed to program something that draws a 3D cube on the screen. That's cool... we should talk on MSN, I'd like to know what you did.

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Dan](#) on Tue, 29 Nov 2005 21:22:51 GMT

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I just bought a book on DirectX and fiddled around with the stuff it teaches you. I never got to finish it thought because I got busy with stuff. I also got a book which teaches you how to create your own 3D FPS, but it kinda sucks so much that I could only build it up to the networking chapter where it doesnt actually work anymore... So I never got to finish that one.

[EDIT] Oh yeah, theres loads of tutorials floating around the iternet also for rotating boxes of evil.

Google is your friend xD

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [icedog90](#) on Wed, 30 Nov 2005 01:52:10 GMT

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I prefer OpenGL... BECAUSE OF LINUX!

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Sir Kane](#) on Thu, 01 Dec 2005 14:02:53 GMT

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Have fun with the physics/sound/render/netcode (well, I have a client emulation for the current one) stuff. Oh, and OpenGL sucks dick.

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Dan](#) on Thu, 01 Dec 2005 22:44:39 GMT

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Bah, how hard could it be?

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [icedog90](#) on Fri, 02 Dec 2005 01:45:00 GMT

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Silent Kane wrote on Thu, 01 December 2005 06:02Have fun with the physics/sound/render/netcode (well, I have a client emulation for the current one) stuff. Oh, and OpenGL sucks dick.

Yeah, I know OpenGL rocks. I will have a lot of fun.

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [EA-DamageEverything](#) on Sat, 03 Dec 2005 00:19:17 GMT

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I have a parachute Drop mod already. NOD medium tanks are being delivered or just a bunch of Infantry. Looks nice.

And it shouldn't be such a problem to implement this and other handy things into the gameplay. You only will have to re-compile SSAOW for example. Since a few parts of the dragonade code were coming with the SSAOW, it shouldn't be a big problem to skilled Coders to get Parachutes running.

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [jonwil](#) on Sat, 03 Dec 2005 22:30:40 GMT

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Parachutes are possible.

What is not possible is parachutes for players to use (e.g. a parachute that would trigger if your plane is shot down).

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Viking](#) on Sun, 04 Dec 2005 01:41:35 GMT

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Exactly!

But swimming is possible with some creativness!

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Whitedragon](#) on Fri, 23 Dec 2005 13:56:48 GMT

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<http://web.black-cell.net/surprize.zip>

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Renx](#) on Fri, 23 Dec 2005 15:11:45 GMT

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Very nice!

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Deleted_](#) on Fri, 23 Dec 2005 15:57:20 GMT

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Whitedragon wrote on Fri, 23 December 2005 08:56<http://web.black-cell.net/surprize.zip>

Haha, that louis sucks one really made my day. Congratulations man, that is fantastic stuff.

Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [tooncy](#) on Fri, 23 Dec 2005 16:09:45 GMT

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Awesome. Just awesome.

Subject: Re: Why dont we do like Open Sun and Free C&C?
Posted by [icedog90](#) on Fri, 23 Dec 2005 19:56:09 GMT

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And yet Jonwil first said that they were not possible.

Subject: Re: Why dont we do like Open Sun and Free C&C?
Posted by [Sir Kane](#) on Sun, 25 Dec 2005 10:29:46 GMT

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icedog90 wrote on Fri, 23 December 2005 13:56And yet Jonwil first said that they were not possible.

He thinks a lot of things are not possible. lol

Subject: Re: Why dont we do like Open Sun and Free C&C?
Posted by [htmlgod](#) on Sun, 25 Dec 2005 17:23:24 GMT

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Wow. That's sweet. Hats off to Whitedragon! Any chance of us seeing this sometime in a server-side mod?

Subject: Re: Why dont we do like Open Sun and Free C&C?
Posted by [Viking](#) on Mon, 26 Dec 2005 06:13:22 GMT

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Put that on n00bstories!!!!

And make my renegade stop crashing to desktop!!
