Subject: RA3 ?
Posted by superj69 on Wed, 08 Mar 2006 03:26:46 GMT
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uhh i know this is a renegade forum but i didn't know where to go for red alert lol.ne ways i remember Reading somewhere that there is going to be a RA3 soon or something.i was just wondering if anyone knew about it.

Subject: Re: RA3 ?
Posted by terminator 101 on Wed, 08 Mar 2006 04:23:01 GMT
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There will be no RA3
 http://en.wikipedia.org/wiki/Command_&_Conquer:_Tiberian
_Series#Tiberian_Twilight_.28Speculative.29

Subject: Re: RA3 ?
Posted by Ryan3k on Wed, 08 Mar 2006 04:59:07 GMT
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You can always trust Wikipedia!!!!

Subject: Re: RA3 ?
Posted by Goztow on Wed, 08 Mar 2006 09:07:48 GMT
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www.planetcnc.com -> RA3

All is there

Subject: Re: RA3 ?
Posted by JeepRubi on Wed, 08 Mar 2006 13:29:10 GMT
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Theres a mod called RA3 for generals, its pretty much ra2 in 3d.....

http://mods.moddb.com/2263/Red-Alert-3/

Subject: Re: RA3 ?
Posted by superj69 on Wed, 08 Mar 2006 16:32:59 GMT

cool thx

Subject: Re: RA3 ?
Posted by bandie63 on Wed, 08 Mar 2006 21:43:37 GMT

Jeep Rubi wrote on Wed, 08 March 2006 09:29Theres a mod called RA3 for generals, its pretty much ra2 in 3d.....

http://mods.moddb.com/2263/Red-Alert-3/

Wasn't RA2 in 3d already?

Subject: Re: RA3 ?
Posted by Oblivion165 on Wed, 08 Mar 2006 22:17:40 GMT

bandie63 wrote on Wed, 08 March 2006 16:43Jeep Rubi wrote on Wed, 08 March 2006 09:29Theres a mod called RA3 for generals, its pretty much ra2 in 3d.....

http://mods.moddb.com/2263/Red-Alert-3/

Wasn't RA2 in 3d already?

Negative, RA2 was a tile-based game.

Subject: Re: RA3 ?
Posted by warranto on Wed, 08 Mar 2006 22:21:30 GMT

A sort of 2-1/2 D environment. It had the appearance of being 3D, without actually being 3D.

Subject: Re: RA3 ?
Posted by Feetseek on Thu, 09 Mar 2006 02:25:42 GMT

Hmmmmm. I'm' pretty sure there will be a RA3: http://www.cncnz.com/games/ra3/

Subject: Re: RA3 ?
Posted by icedog90 on Thu, 09 Mar 2006 04:24:38 GMT
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That was an old letter. They decided not to make RA3.

Subject: Re: RA3 ?
Posted by Feetseek on Thu, 09 Mar 2006 05:36:37 GMT
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O.O. Oh, well in that case.... pretend i never said anything!

Subject: Re: RA3 ?
Posted by Aprime on Thu, 09 Mar 2006 05:51:03 GMT
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warranto wrote on Wed, 08 March 2006 17:21A sort of 2-1/2 D environment. It had the appearance of being 3D, without actually being 3D.

If you can distinct the width, the lenght and the height of something it's 3D, and you could in Red Alert 2.

Subject: Re: RA3 ?
Posted by terminator 101 on Thu, 09 Mar 2006 06:11:31 GMT
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No, RA2 was in 2D but it sort of gave an illusion of 3D. Generals was/is the only C&C(if you can call it a C&C game) that was/is completely in 3D.
I don't exactly know how the 2.5D works, but trust me RA2 was in 2D.

Subject: Re: RA3 ?
Posted by drunkill on Thu, 09 Mar 2006 08:59:06 GMT
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No, RA2 and the other C&C games are ISOMETRIC, meaning it's a perspective type game. 2d yes, but making it apear 3d.

wikipediaThe term isometric comes from the Greek for "having equal measurement".

isometric may mean:

    * Isometric projection (or "isometric perspective"), a method for the visual representation of three-dimensional objects in two dimensions; a form of orthographic projection, or more specifically, an axonometric projection.

Subject: Re: RA3 ?
Posted by Oblivion165 on Thu, 09 Mar 2006 11:44:48 GMT
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Dont forget that thie tiles were created from 3d models, so it was like looking at a picture of one.

Subject: Re: RA3 ?
Posted by CarrierII on Thu, 09 Mar 2006 11:53:34 GMT
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Isometric indeed
Starcraft.. (Blizzard) is isometric and the graphics still look 3d, but it was written in 1995... generals is 3d cos you can zoom in... and it's got actual 3d images... the sys requirements for ra2 don't need much of a 3d graphics card.

Subject: Re: RA3 ?
Posted by Belski on Thu, 09 Mar 2006 22:08:47 GMT
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if it comes out it will be like generals and thats gonna suck a waste of money, i would only buy for story line and just a few games i guess, as i only play yr now

  http://strike-team.net/forums/index.php?showtopic=58565& st=0

Subject: Re: RA3 ?
Posted by icedog90 on Thu, 09 Mar 2006 23:36:33 GMT
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Red Alert 2 uses a 2D engine. That's that. There is a difference between something that looks 3D and something that is actually physically 3D in a 3D environment.

Subject: Re: RA3 ?
Posted by Aprime on Sat, 11 Mar 2006 04:06:33 GMT
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Actually the first "true 3D" C&C game was C&C 64 (only the infantry didn't have a 3D look).

Subject: Re: RA3 ?
Posted by bisen11 on Sat, 11 Mar 2006 04:34:01 GMT
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Besides, how could the Soviets come back a 3rd time? And why? I'm pretty sure they have been thouroughly defeated.

Subject: Re: RA3 ?
Posted by Goztow on Sat, 11 Mar 2006 09:20:24 GMT
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dude#1 wrote on Fri, 10 March 2006 23:34Besides, how could the Soviets come back a 3rd time?
And why? I'm pretty sure they have been thouroughly defeated.
Mother Russia will come back, you Allied pig! Don't you know that a new revolution is coming? Be prepared as we shall strike back! *evil laughter*