
Subject: C&C3 Community Summit
Posted by [Crimson](#) on Sat, 09 Dec 2006 12:34:00 GMT
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I've been given the official "go-ahead" to announce that I will be representing the Renegade community at the C&C3 Community Summit. I am leaving for Los Angeles Sunday afternoon at around Noon my time for a short 1 hour, 20 minute flight to LA. I am very excited for this and have been for the last few weeks. I will have the opportunity to take pictures (of some stuff) and ask questions. There are apparently a lot of surprises in store, and I'll keep you all posted as I'm allowed to.

Please let me know if you have any questions you'd like me to ask.

While the main point of my trip to LA is for C&C3, I have also secured myself some time to speak privately about Renegade and its future. I hope to have some good news to report upon my return.

(P.S. This is also why I started the thread about C&C3)

Subject: Re: C&C3 Community Summit
Posted by [DarkKnight](#) on Sat, 09 Dec 2006 12:38:22 GMT
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Hey thats kewl, congrats.

Yeah ask about Renegade 2

Subject: Re: C&C3 Community Summit
Posted by [m1a1_abrams](#) on Sat, 09 Dec 2006 14:07:55 GMT
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Wow, sounds like a great opportunity. Have fun.

Subject: Re: C&C3 Community Summit
Posted by [CarrierII](#) on Sat, 09 Dec 2006 16:24:58 GMT
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C and C 3: Gameplay previews PLEASE.

Renegade: CAN WE PLEASE GET SOME HELP WITH THESE TACKY CHEATERS PLEASE???

Subject: Re: C&C3 Community Summit

Posted by [Canadacdn](#) on Sat, 09 Dec 2006 17:11:59 GMT

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Be sure to ask about the Renegade source code, and see if Havoc is mentioned in C&C 3 at all.

Subject: Re: C&C3 Community Summit

Posted by [Nightma12](#) on Sat, 09 Dec 2006 18:49:14 GMT

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get rid of hell march from C&C3

hell march = RA universe

other than that no problems

and yeah, talk about Ren 2 + source

Subject: Re: C&C3 Community Summit

Posted by [U927](#) on Sat, 09 Dec 2006 19:21:01 GMT

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Source. Code. Now.

SCHNELL

Subject: Re: C&C3 Community Summit

Posted by [Crimson](#) on Sat, 09 Dec 2006 19:59:07 GMT

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I will tell you this... I have a presentation put together to get some good things from them. I'm asking for a lot, but I have a very compelling argument. Cross your fingers and hope for good things.

My flight leaves in 24 hours! I'm so excited, you have no idea.

Subject: Re: C&C3 Community Summit

Posted by [BlueThen](#) on Sat, 09 Dec 2006 20:01:33 GMT

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Crimson wrote on Sat, 09 December 2006 13:59 I will tell you this... I have a presentation put together to get some good things from them. I'm asking for a lot, but I have a very compelling argument. Cross your fingers and hope for good things.

My flight leaves in 24 hours! I'm so excited, you have no idea.

My fingers already broke off from crossing them last time.

Subject: Re: C&C3 Community Summit

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 09 Dec 2006 20:07:38 GMT

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Can't wait.

Subject: Re: C&C3 Community Summit

Posted by [cmatt42](#) on Sat, 09 Dec 2006 20:11:45 GMT

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Nightma12 wrote on Sat, 09 December 2006 12:49get rid of hell march from C&C3

hell march = RA universe

You shouldn't be worrying about that. If anything, it was a placeholder.

Also, break a leg, Crimson!

Subject: Re: C&C3 Community Summit

Posted by [Demolition man](#) on Sat, 09 Dec 2006 20:24:54 GMT

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tell them to remove the retarded 3 from the logo. They shouldn't number it.

Subject: Re: C&C3 Community Summit

Posted by [BlueThen](#) on Sat, 09 Dec 2006 20:28:03 GMT

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Demolition man wrote on Sat, 09 December 2006 14:24tell them to remove the retarded 3 from the logo. They shouldn't number it.

How about 3 l's

Subject: Re: C&C3 Community Summit
Posted by [f100d3d](#) on Sat, 09 Dec 2006 20:54:49 GMT
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Finally we can talk about this.

Crimson, make sure they understand that we have an extremely loyal and dedicated fan-based (specifically to this game). I know this is a summit for CnC3 -- but if they've agreed to have you as our representative for the Ren community, please do us all a favor and knock their socks off by showing them the hard work we have ALL put into a keeping this game alive. They need to grasp that shit if they're going to give anything back to us (like source, for example)

I really hope something extraordinary comes out of this for Renegade -- and I further hope that whatever knowledge, access, etc. is given is used properly by those it is given to. For the most part, this is a great community with some very talented and loyal fans. And I think I speak for everyone when I say we want many more years of Renegade!

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Sat, 09 Dec 2006 21:00:31 GMT
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I am preparing a presentation of some of the community's best work. Since they have been kind enough to pay for me to attend this event, I do intend to make the most of it and I'll be taking a camera and releasing things as permitted by the NDA I'll be signing when I arrive.

I'm especially looking forward to meeting some of the community webmasters and leaders. I'll probably be sharing a room with DonCarlo of XWIS/Strike Team since we are the only two girls I'm aware of who are going. I'm not sure if Olaf will be in attendance as well. I'll also be meeting Renardin from the Reborn mod.

Subject: Re: C&C3 Community Summit
Posted by [TheGunrun](#) on Sat, 09 Dec 2006 21:14:34 GMT
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Good Luck! And have fun! Your actions could very well change the world.

Subject: Re: C&C3 Community Summit
Posted by [dead6re](#) on Sat, 09 Dec 2006 21:15:59 GMT
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Go for it Crimson, we all know you can do it and we all back you!

Subject: Re: C&C3 Community Summit
Posted by [Demolition man](#) on Sat, 09 Dec 2006 21:20:29 GMT
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bluethen wrote on Sat, 09 December 2006 19:28Demolition man wrote on Sat, 09 December 2006 14:24tell them to remove the retarded 3 from the logo. They shouldn't number it.

How about 3 I's

No. Its stupid the only way they kinda could refer to 3 is 3 crystals. We also say TS and not C&C2 so i prefer to keep it the same way.

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Sat, 09 Dec 2006 21:48:52 GMT
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dead6re wrote on Sat, 09 December 2006 14:15Go for it Crimson, we all know you can do it and we all back you!

Maybe "we all" is a bit presumptuous, however, those of you who DO have faith in me: I don't intend to let you down.

Subject: Re: C&C3 Community Summit
Posted by [JohnDoe](#) on Sat, 09 Dec 2006 21:50:59 GMT
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I guess Crimson could be some use to Renegade for a change...

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Sat, 09 Dec 2006 22:31:21 GMT
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JohnDoe wrote on Sat, 09 December 2006 14:50I guess Crimson could be some use to Renegade for a change...

Yeah, you're right.

<http://www.renegadeforums.com/index.php?t=msg&th=22262&start=0&rid=8>

Subject: Re: C&C3 Community Summit
Posted by [superj69](#) on Sat, 09 Dec 2006 23:00:05 GMT

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Good luck and have fun.

Subject: Re: C&C3 Community Summit
Posted by [JohnDoe](#) on Sat, 09 Dec 2006 23:16:34 GMT

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Crimson wrote on Sat, 09 December 2006 16:31JohnDoe wrote on Sat, 09 December 2006 14:50I guess Crimson could be some use to Renegade for a change...

Yeah, you're right.

<http://www.renegadeforums.com/index.php?t=msg&th=22262&start=0&rid=8>

All I care about is Renguard to get rid of those radar hack nerds that are ruining clanwars...

Subject: Re: C&C3 Community Summit
Posted by [trooprm02](#) on Sun, 10 Dec 2006 00:59:30 GMT

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Wow..this is best news ive heard all year

Subject: Re: C&C3 Community Summit
Posted by [danpaul88](#) on Sun, 10 Dec 2006 01:12:30 GMT

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out of interest, which software are you planning to show them from the ren community?

Good luck!

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Sun, 10 Dec 2006 01:15:56 GMT

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I'm working on my presentation right now. I'll let you know.

Subject: Re: C&C3 Community Summit
Posted by [Kamuix](#) on Sun, 10 Dec 2006 01:23:26 GMT

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I hope to god were able to get something, either the Beta or maybe the source code. Just imagine what we could do with he source code

Good luck Crim!

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Sun, 10 Dec 2006 01:24:50 GMT
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I already have the beta...

Subject: Re: C&C3 Community Summit
Posted by [jonwil](#) on Sun, 10 Dec 2006 01:32:11 GMT
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I think "beta" probably refers not to the public beta test that several community members have but more to the "beta" version of renegade that we saw in lots of screenshots. The one that looks more like C&C vs the crappy late-stage changes they made where they replaced lots of models (such as pretty much all the nod soldiers and vehicles)

Subject: Re: C&C3 Community Summit
Posted by [nopol10](#) on Sun, 10 Dec 2006 01:38:54 GMT
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Awesome day for the Renegade community!

Subject: Re: C&C3 Community Summit
Posted by [z310](#) on Sun, 10 Dec 2006 01:48:20 GMT
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Crimson wrote on Sat, 09 December 2006 16:00I'm especially looking forward to meeting some of the community webmasters and leaders. I'll probably be sharing a room with DonCarlo of XWIS/Strike Team since we are the only two girls I'm aware of who are going. I'm not sure if Olaf will be in attendance as well. I'll also be meeting Renardin from the Reborn mod.

You all ain't down for a Sunday-night rave.

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Sun, 10 Dec 2006 02:43:33 GMT

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I don't know. We're staying at the Ritz Carlton in Marina Del Rey. We're having a dinner on Sunday night, but I don't know what's in store after that. I imagine I won't be bored.

Subject: Re: C&C3 Community Summit
Posted by [z310](#) on Sun, 10 Dec 2006 02:49:17 GMT
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In LA? Nah. Not if you know the right people.

Marina Del Ray is nice -- and pricey. My sister used to have an apartment there, near some nature reserve thing...with a trail to a beach she used to run every morning. I ran it a couple times. Good runs.

The beach...despite the cold, check it out. See how disgusting us Californians are.

Subject: Re: C&C3 Community Summit
Posted by [Renx](#) on Sun, 10 Dec 2006 06:32:19 GMT
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jonwil wrote on Sat, 09 December 2006 21:32I think "beta" probably refers not to the public beta test that several community members have but more to the "beta" version of renegade that we saw in lots of screenshots. The one that looks more like C&C vs the crappy late-stage changes they made where they replaced lots of models (such as pretty much all the nod soldiers and vehicles)

Those models are all publicly available.

Subject: Re: C&C3 Community Summit
Posted by [JohnDoe](#) on Sun, 10 Dec 2006 10:46:52 GMT
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Where?

Subject: Re: C&C3 Community Summit
Posted by [jonwil](#) on Sun, 10 Dec 2006 13:13:49 GMT
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Some of the models are available.

I do know for a fact however that there are models that have been seen in screenshots of renegade that are NOT available anywhere (there is at least one gun model that someone asked about recently for example)

Subject: Re: C&C3 Community Summit
Posted by [Spoony](#) on Sun, 10 Dec 2006 15:35:59 GMT
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Crimson wrote on Sat, 09 December 2006 20:43We're staying at the Ritz Carlton in Marina Del Rey.
It's a very nice hotel.

Subject: Re: C&C3 Community Summit
Posted by [bigejoe14](#) on Sun, 10 Dec 2006 16:18:33 GMT
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z310 wrote on Sat, 09 December 2006 19:49
The beach...despite the cold, check it out. See how disgusting us Californians are.
Whoa, what? Californians, disgusting? I lived in SoCal for 18 years. What makes California disgusting?

Subject: Re: C&C3 Community Summit
Posted by [Renx](#) on Sun, 10 Dec 2006 17:39:01 GMT
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JohnDoe wrote on Sun, 10 December 2006 06:46Where?

Aircraftkiller released some of them over two years ago.

<http://www.apathbeyond.com/forum/index.php?showtopic=1953>

jonwil wrote on Sun, 10 December 2006 09:13Some of the models are available.
I do know for a fact however that there are models that have been seen in screenshots of renegade that are NOT available anywhere (there is at least one gun model that someone asked about recently for example)

Yeah, I forgot about the guns. I think there was a different chaingun, sniper rifle, grenade launcher, minigun, and chem spray. As well as a stinger.

Subject: Re: C&C3 Community Summit
Posted by [Goztow](#) on Sun, 10 Dec 2006 20:07:24 GMT
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Hey, they haven't forgotten about us after all!

Subject: Re: C&C3 Community Summit
Posted by [z310](#) on Sun, 10 Dec 2006 20:24:51 GMT
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bigejoe14 wrote on Sun, 10 December 2006 11:18z310 wrote on Sat, 09 December 2006 19:49
The beach...despite the cold, check it out. See how disgusting us Californians are.
Whoa, what? Californians, disgusting? I lived in SoCal for 18 years. What makes California disgusting?

17 in SoCal here. Everywhere I've gone beach-wise was neglected to be kept clean. Nonetheless, I haven't gone to that many beaches. I'm really light skinned, and going usually gives me a really bad sunburn.

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Sun, 10 Dec 2006 22:32:01 GMT
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I just arrived and got all checked in. I haven't touched base with anyone yet, but I did get confirmation that I'll be sharing a room with DonCarlo of Strike Team/XWIS. She's not here yet, though.

Subject: Re: C&C3 Community Summit
Posted by [trooprm02](#) on Sun, 10 Dec 2006 23:20:11 GMT
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Wow, sounds like you are having fun, wish I could be there

Subject: Re: C&C3 Community Summit
Posted by [danpaul88](#) on Sun, 10 Dec 2006 23:24:27 GMT
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glad to hear you made it, good luck and enjoy yourself!

Subject: Re: C&C3 Community Summit

Posted by [superj69](#) on Mon, 11 Dec 2006 02:41:56 GMT

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sounds cool

Subject: Re: C&C3 Community Summit

Posted by [z310](#) on Mon, 11 Dec 2006 02:59:39 GMT

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It's a really nice hotel isn't it? It's also a nice city, don't you think?

Subject: Re: C&C3 Community Summit

Posted by [Viking](#) on Mon, 11 Dec 2006 03:19:39 GMT

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Tiberian sun source code PLEASE!!!!!!!!!!!!!!!!!!!!!!!!!!!!

You will be a hero to all Tiberian sun fans!

<http://www.tiberiumweb.com/main.php>

Ask those people they relay want the code!

Subject: Re: C&C3 Community Summit

Posted by [YSLMuffins](#) on Mon, 11 Dec 2006 03:20:25 GMT

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Oh gosh, I'm so excited. Keep us posted Crimson so that I may experience the summit vicariously through you!

Subject: Re: C&C3 Community Summit

Posted by [Viking](#) on Mon, 11 Dec 2006 03:32:08 GMT

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IVE GOT IT!

A SURE FIRE WAY TO GET THE CODES! (or killed)

Walk into the office with all the EA reps.

Scream, "GIVE ME THE CODES OR ILL F*CING PULL THE PIN!!!!!!1!"

Well saying that pull out a live grenade and place you're finger into the thing to pull it out! Than have someone come lock the door so they cant run away and security cant get in! w00t!

Or give them the sad puppy face!

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Mon, 11 Dec 2006 06:14:30 GMT
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We just got back from our meeting dinner. I shared a table with Apoc, Hexetic from PlanetCNC.com, DonCarlo from Strike Team/XWIS, and some German guy who I don't know.

Tomorrow we're meeting at 8:30am to go to EALA Headquarters and get in some presentations and gametime. Apparently we won't even be back in our rooms until after midnight. Should be awesome.

Subject: Re: C&C3 Community Summit
Posted by [opstorm](#) on Mon, 11 Dec 2006 07:50:02 GMT
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Good stuff!

Subject: Re: C&C3 Community Summit
Posted by [Deleted_](#) on Mon, 11 Dec 2006 11:11:30 GMT
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Ask if EA's going to update the BFME Mod SDK features for Reneagde so that is actually works.

For those who don't know, Havoc was sorta mentioned in one of the C&C3 blogs at <http://www.ea.com/commandandconquer/news.jsp?id=6>

Subject: Re: C&C3 Community Summit
Posted by [Goztow](#) on Mon, 11 Dec 2006 11:42:49 GMT
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Crimson wrote on Mon, 11 December 2006 07:14We just got back from our meeting dinner. I shared a table with Apoc, Hexetic from PlanetCNC.com, DonCarlo from Strike Team/XWIS, and some German guy who I don't know.

Tomorrow we're meeting at 8:30am to go to EALA Headquarters and get in some presentations and gametime. Apparently we won't even be back in our rooms until after midnight. Should be awesome.

You represent a lot of potential buyers!

Subject: Re: C&C3 Community Summit
Posted by [crazfulla](#) on Mon, 11 Dec 2006 13:23:24 GMT
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Demolition man wrote on Sat, 09 December 2006 14:24tell them to remove the retarded 3 from the logo. They shouldn't number it.
I quite agree. C&C 3 generally suggests it is the third game in the entire C&C series, where infact it is the 7th (TD, RA, TS, RA2, REN, GEN). It should continue to use names in line with its predecessors of the Tiberium universe.

Command and Conquer: Tiberian Wars

^ Two words: Simplicity and Continuity.

Also I would like to see Havok featured in the game at some point. Perhaps just in a cut-scene movie, or even as a special 'Hero' unit such as Tratos in Tiberian Sun whom is not available in multiplayer, but only for one or two missions. Noting they have stated he is a retired war hero, perhaps a mission where you have to sneak in to rescue him, and then he offers you his services once-off to eliminate the Nod presence in the area. Also if they do, they must include the phrase 'I got a present for ya'. kekeke

Best wishes

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Mon, 11 Dec 2006 15:32:01 GMT
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I have been told quite distinctly that while we are in a position right now to still affect big change in the game, the logo will not change.

So, I'm supposed to have 5-7 minutes to interview one of 3 key players in the game, but I don't seem to have enough questions to last that long. I'll go through our posts again and check, though.

Subject: Re: C&C3 Community Summit
Posted by [Goztow](#) on Mon, 11 Dec 2006 15:54:54 GMT
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Renegade 2, based on C&C 3? Come on: we need to at least ASK .

Subject: Re: C&C3 Community Summit
Posted by [Try_lee](#) on Mon, 11 Dec 2006 16:01:13 GMT
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Crimson, try and ask when the hell they plan on deciding the winner of the C&C Hall of Fame contest if you can. It's been about 6 months or something ridiculous since polls were meant to be opening soon. Methinks EA lost the prize and can't be fucked to buy another one to replace it.

Also, is Predator the same bloke as Apoc?

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Mon, 11 Dec 2006 16:06:59 GMT
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Try_lee wrote on Mon, 11 December 2006 09:01Crimson, try and ask when the hell they plan on deciding the winner of the C&C Hall of Fame contest if you can. It's been about 6 months or something ridiculous since polls were meant to be opening soon. Methinks EA lost the prize and can't be fucked to buy another one to replace it.

Also, is Predator the same bloke as Apoc?

I will find out/ask about the Hall of Fame.

The Predator/Apoc story will reach its exciting conclusion shortly.

Subject: Re: C&C3 Community Summit
Posted by [Tiesto](#) on Mon, 11 Dec 2006 16:50:30 GMT
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crazfulla wrote on Mon, 11 December 2006 14:23Demolition man wrote on Sat, 09 December 2006 14:24tell them to remove the retarded 3 from the logo. They shouldn't number it. I quite agree. C&C 3 generally suggests it is the third game in the entire C&C series, where infact it is the 7th (TD, RA, TS, RA2, REN, GEN). It should continue to use names in line with its predecessors of the Tiberium universe.

Command and Conquer: Tiberian Wars

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Best wishes Whats the point in that? Anyway,

Have they sorted out who is supporting the multiplayer facilities? Will it be Gamespy again like on ZH?

Will there be a playable demo?

Is the game on course to meet the current deadline of March 2007?

Subject: Re: C&C3 Community Summit
Posted by [CarrierII](#) on Mon, 11 Dec 2006 20:39:37 GMT
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Any hopes for another FPS like renegade?

Subject: Re: C&C3 Community Summit
Posted by [Canadacdn](#) on Mon, 11 Dec 2006 21:09:22 GMT
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Renegade source code?

I also agree that Havoc should at least play a minor role in single-player.

Subject: Re: C&C3 Community Summit
Posted by [reborn](#) on Mon, 11 Dec 2006 21:32:28 GMT
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Let xwis have access to the patcher for renegade so more maps and fixes can be auto-downloaded?

Subject: Re: C&C3 Community Summit
Posted by [EvilWhiteDragon](#) on Mon, 11 Dec 2006 22:08:06 GMT
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Reborn wrote on Mon, 11 December 2006 22:32 Let xwis have access to the patcher for renegade so more maps and fixes can be auto-downloaded?
Let BHS have access to the patcher, and let BHS / BI make an auto mapdownloader and distribute it by the patcher

Subject: Re: C&C3 Community Summit
Posted by [nopol10](#) on Tue, 12 Dec 2006 00:06:38 GMT
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Wouldn't Havoc be like 50-60 years old by 2047? Isn't that too old to be a commando anymore?

Subject: Re: C&C3 Community Summit
Posted by [Canadacdn](#) on Tue, 12 Dec 2006 00:53:25 GMT
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I don't think he'll ever get old enough to get tired of shooting up noddies! I mean look at solid snake, he's like 70 in the next game.

Subject: Re: C&C3 Community Summit
Posted by [light](#) on Tue, 12 Dec 2006 01:43:47 GMT
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nopol10 wrote on Tue, 12 December 2006 13:06 Wouldn't Havoc be like 50-60 years old by 2047?
Isn't that too old to be a commando anymore?
Snake from MGS seems to do alright.

Subject: Re: C&C3 Community Summit
Posted by [TheGunrun](#) on Tue, 12 Dec 2006 03:29:06 GMT
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Questions:

An Original Installer?

A Follow button?

Mods for 360 version?

In game mp3 player?

Ability to skip cut scenes?

Any time travel?

What kind of game options are we looking at? (ex: no super-weapons, unholy alliance,)

Subject: Re: C&C3 Community Summit

Posted by [jonwil](#) on Tue, 12 Dec 2006 03:42:50 GMT

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I can tell you now that there will be no mods for the XBOX 360 version unless they go through the approval process. Microsoft has a very strict process for content that goes on xbox live AFAIK.

Subject: Re: C&C3 Community Summit

Posted by [IcyyTouch](#) on Tue, 12 Dec 2006 05:44:00 GMT

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Reborn wrote on Mon, 11 December 2006 15:32Let xwis have access to the patcher for renegade so more maps and fixes can be auto-downloaded?

Pardon my tardiness, but this is something you should/should have really pushed for. It requires no effort on the part of EA and if XWIS or yourself are willing to put up the bandwidth I don't see why they would turn down the idea to atleast allow for the addition of new maps.

Subject: Re: C&C3 Community Summit

Posted by [jonwil](#) on Tue, 12 Dec 2006 07:53:43 GMT

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It comes down to "Can EA be sure that everything released over the patch system is of good enough quality?"

Subject: Re: C&C3 Community Summit

Posted by [Goztow](#) on Tue, 12 Dec 2006 08:44:54 GMT

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jonwil wrote on Tue, 12 December 2006 08:53It comes down to "Can EA be sure that everything released over the patch system is of good enough quality?"

They could aproove first, though that would ask time and a small amount of effort...

Subject: Re: C&C3 Community Summit

Posted by [light](#) on Tue, 12 Dec 2006 08:52:48 GMT

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jonwil wrote on Tue, 12 December 2006 20:53It comes down to "Can EA be sure that everything released over the patch system is of good enough quality?"

Can't be any worse than their own BF2 patches can it?

Subject: Re: C&C3 Community Summit
Posted by [Goztow](#) on Tue, 12 Dec 2006 09:06:36 GMT
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Touché!

Subject: Re: C&C3 Community Summit
Posted by [Goztow](#) on Tue, 12 Dec 2006 10:18:01 GMT
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So the xwis representatives represent CnC, Tib Sun, RA, RA2 there and you represent Ren. Those guys of EA have a good view on the current political community situation!

Subject: Re: C&C3 Community Summit
Posted by [Wyld1USA](#) on Tue, 12 Dec 2006 12:53:43 GMT
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Thanks for doing this Crimson on our behalf and bearing the expense of traveling.

Subject: Re: C&C3 Community Summit
Posted by [Nightma12](#) on Tue, 12 Dec 2006 14:01:04 GMT
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lol i wanna go

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Tue, 12 Dec 2006 15:42:30 GMT
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I didn't bear much expense. EA paid for my flight, hotel, and meals. I think the only time I have used my own money is at the EA Experience store inside EALA where we got to buy games at employee prices. I picked up Battlefield 2142 for Blazer for \$10.

I am having what I hope will be a long conversation one-on-one with the C&C Community manager regarding Renegade this afternoon. I already have a bunch of stuff prepared.

I wish I could tell you more about what's going on and all the awesome stuff I have been seeing and doing here, but we were told as we arrived back at the hotel tonight that we are not to post anything... I'm not even sure I can tell you where we ate breakfast (and it wasn't terribly exciting).

I will tell you this: I will definitely be playing C&C3 when it comes out, no matter what course I take to get there.

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Wed, 13 Dec 2006 07:56:57 GMT
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This sucks... I had a really fantastic time and there's so much I can't talk about. Apparently there are some magazines who have exclusivity rights to some information.

However, I will write up a full summary of what I am allowed to talk about. The highlight from today has to have been when Louis Castle joined up with our group and thanked me for helping keep Renegade alive. Renardin told him that I am his hero. Apparently, he and his son still play once in a while, which is really cool. And no, he didn't say what his nickname is.

Subject: Re: C&C3 Community Summit
Posted by [Herr](#) on Wed, 13 Dec 2006 11:04:30 GMT
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But you were gonna ask some information on the future of renegade, did you succeed? You managed to persuade them?

Subject: Re: C&C3 Community Summit
Posted by [danpaul88](#) on Wed, 13 Dec 2006 19:37:10 GMT
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Well I am sure everyone understands that you can't reveal everything, looking forward to whatever you can tell us, and hoping it involves source code, renegade 2 or banning those damn cheaters (preferably all, but even 1 of three would be more than anyone seriously expected)

Subject: Re: C&C3 Community Summit
Posted by [Dave Mason](#) on Wed, 13 Dec 2006 19:40:56 GMT
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Crimson can you at least briefly tell us what you asked/talked about with them (not the outcomes) in the mean time?

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Wed, 13 Dec 2006 22:03:18 GMT
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The reason you haven't heard much from me this trip was because we were VERY busy the entire time. I am putting together a summary of what I'm allowed to talk about.

Regarding the Renegade stuff, we were SO busy that it was difficult to schedule something. The

important thing was meeting in person so I'm not some random internet newb to him anymore. We will be having a phone conference tomorrow about the things I wanted to talk with him about instead. Sorry to delay you a bit.

Subject: Re: C&C3 Community Summit
Posted by [Dave Mason](#) on Wed, 13 Dec 2006 22:59:16 GMT
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I hope it goes smoothly!

Subject: Re: C&C3 Community Summit
Posted by [Spoony](#) on Thu, 14 Dec 2006 16:04:12 GMT
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Creed3020 wrote on Wed, 13 December 2006 22:58 Excited to hear that Summit was fun and paid for by EA. Putting all that money they have to use, that is more of what I like to hear about. They've been doing them for longer than most people here realise.

Subject: Re: C&C3 Community Summit
Posted by [Viking](#) on Thu, 14 Dec 2006 21:27:07 GMT
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So crimson, where is this report on the stuff you did? Anything on Rennies source code? I WANT PARACHUTES DAMMIT!

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Thu, 14 Dec 2006 22:12:31 GMT
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<http://www.renegadeforums.com/index.php?t=msg&th=22306&start=0&rid=8>

Subject: Re: C&C3 Community Summit
Posted by [icedog90](#) on Tue, 19 Dec 2006 08:07:37 GMT
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I don't think you've said it, so I'll ask.

When do you return? And are there any more updates?

Subject: Re: C&C3 Community Summit
Posted by [EvilWhiteDragon](#) on Tue, 19 Dec 2006 11:51:49 GMT
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If I'm correct she's already back, since she was on AIM yesterday, and she's only there when she's at work so...

Subject: Re: C&C3 Community Summit
Posted by [Ma1kel](#) on Tue, 19 Dec 2006 15:34:11 GMT
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[16:31:45] <Sinterklaas> guys, flacon and vikki:
[16:31:46] <Sinterklaas>
<http://www.elfyourself.com/?userid=1e791a04b0151648b7aed5aG06121906>
[16:31:48] <Sinterklaas> <3
[16:31:58] <ccfan4326[Laptop]> i don't know
[16:32:06] <thewallgrl> probably not
[16:32:09] <BC_Guest> LMFAO
[16:32:15] <BC_Guest> dance crimson!

<http://www.elfyourself.com/?userid=1e791a04b0151648b7aed5aG06121906>

Subject: Re: C&C3 Community Summit
Posted by [Zion](#) on Tue, 19 Dec 2006 15:58:25 GMT
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LMFAO!

Subject: Re: C&C3 Community Summit
Posted by [Crimson](#) on Tue, 19 Dec 2006 19:50:56 GMT
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FFS how retarded.

Subject: Re: C&C3 Community Summit
Posted by [icedog90](#) on Tue, 19 Dec 2006 22:37:52 GMT
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Aww poor Crimson...

but I also laughed.
