
Subject: Teamwarfare's Command and Conquer Series
Posted by [znick2480](#) on Thu, 14 Dec 2006 20:58:09 GMT

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Hello Everyone,

Znick reporting in from Teamwarfare League with some questions for you, the community. Some other admins and I have been thinking about putting together either some leagues or ladders for some of the older and more recent Command and Conquer games for PC. These would range from hopefully, Red Alert 2, to Renegade, to Generals. I would like to know the feedback of the community for such an idea. Please, we want your ideas to make this happen!

Znick|TWL

znick@teamwarfare.com

Subject: Re: Teamwarfare's Command and Conquer Series
Posted by [Goztow](#) on Thu, 14 Dec 2006 21:06:16 GMT

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You mean like www.clanwars.cc already did?

Subject: Re: Teamwarfare's Command and Conquer Series
Posted by [fl00d3d](#) on Thu, 14 Dec 2006 21:09:03 GMT

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Yes. I believe they have a league license of their own...

Subject: Re: Teamwarfare's Command and Conquer Series
Posted by [znick2480](#) on Thu, 14 Dec 2006 21:27:49 GMT

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Probably, I am not familiar with them, but we are trying to get it on our website as well, wanted to know if you guys would be interested...

Subject: Re: Teamwarfare's Command and Conquer Series
Posted by [Tiesto](#) on Thu, 14 Dec 2006 21:30:05 GMT

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Maybe, but the games rife with cheaters now anyway.

Subject: Re: Teamwarfare's Command and Conquer Series
Posted by [znick2480](#) on Thu, 14 Dec 2006 21:37:27 GMT

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I know, we will obviously be working out some sort of cheater detection that will have to be consistent if this gets going, we just need the support first...

Subject: Re: Teamwarfare's Command and Conquer Series

Posted by [cmatt42](#) on Fri, 15 Dec 2006 03:05:44 GMT

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While it's great that people are still in persuit of making these games live as long as they possibly can, just about everything you're wanting to do with this has been or will be done. But, if you still want to do this, by all means, go for it.

Subject: Re: Teamwarfare's Command and Conquer Series

Posted by [fl00d3d](#) on Fri, 15 Dec 2006 04:36:23 GMT

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znick2480 wrote on Thu, 14 December 2006 16:37 I know, we will obviously be working out some sort of cheater detection that will have to be consistent if this gets going, we just need the support first...

We already have one, soon two, anticheats. Though the main one is hardly effective at the moment...

Subject: Re: Teamwarfare's Command and Conquer Series

Posted by [Spoony](#) on Fri, 15 Dec 2006 10:11:35 GMT

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We don't have a Red Alert 2 league.

Subject: Re: Teamwarfare's Command and Conquer Series

Posted by [Tiesto](#) on Fri, 15 Dec 2006 13:34:52 GMT

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fl00d3d wrote on Fri, 15 December 2006 05:36 znick2480 wrote on Thu, 14 December 2006 16:37 I know, we will obviously be working out some sort of cheater detection that will have to be consistent if this gets going, we just need the support first...

We already have one, soon two, anticheats. Though the main one is hardly effective at the moment...

Hardly effective? Its a useless program now.

Subject: Re: Teamwarfare's Command and Conquer Series

Posted by [JPNOD](#) on Sun, 17 Dec 2006 14:37:08 GMT

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Maybe to the people who look for cheats 24/7 or dedicated there live destroying Renegade.

But for the normal player out there it is enough to make them not cheat Renguard blocks most of the cheats.

Subject: Re: Teamwarfare's Command and Conquer Series

Posted by [Spoony](#) on Sun, 17 Dec 2006 14:40:42 GMT

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MaidenTy1 wrote on Fri, 15 December 2006 04:11We don't have a Red Alert 2 league.

forgot to mention, we could sell you one though and save you the time of making one yourself
