
Subject: C&C Total Annihilation Update
Posted by [Dealman](#) on Fri, 15 Feb 2008 14:42:17 GMT
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I'm back as my graphics card is now back in business. And over the weekend I'll be modeling and texturing for my mod.

This mod was going to be moved to Crysis, but now I decided to stick with C&C Renegade.

Beta release will be released soon. I know I made an deadline for it to be done before the new year, but I wasn't able to keep up with that. And now I got school, so I can't really do models as fast as I did before.

The Beta release will have features like:

2 Maps

10+ vehicles for each team

5+ buildings for each team (Defense, Manufacturing etc)

Maybe a few K-Bots which'll work like vehicles.

Multiplayer

And more...

Website will be back up in a few days thanks to Jonathan!

That's pretty much all I got to notify you about, if you got any questions don't hesitate to ask in any way.

Modb profile can be found at:

<http://www.moddb.com/mods/8590/campc-total-annihilation>

Sincerely,
Dealman, Leader & Owner of C&C Total Annihilation.

Subject: Re: C&C Total Annihilation Update
Posted by [Di3HardNL](#) on Fri, 15 Feb 2008 17:34:22 GMT
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It looks promising

Subject: Re: C&C Total Annihilation Update
Posted by [Dealman](#) on Fri, 15 Feb 2008 22:42:39 GMT
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It's not very graphical prioritated. It's more just an kind of project for fun. Graphical improvement and such will be added via patches later on.

Subject: Re: C&C Total Annihilation Update
Posted by [nopol10](#) on Sat, 16 Feb 2008 07:09:48 GMT
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At least you didn't move to Crysis

By the way:

Quote:Credits:

- Danpaul88 (Major help about nearly everything.)
- Oblivion (Helped me solving a few problems.)
- HTT-Bird (Helping me getting started with C++ scripting.)
- Scrin (For letting me use and edit his HUD. Helping me with an Emitter)
- Di3HardNL (Helping Scrin with the Emitter wich he helps me with)
- EA Games (For creating the fantastic Command & Conquer Series!)
- Infogrames (For creating the fantastic game Total Annihilation.)

Just to correct you there, EA Games didn't create the C&C series.

Subject: Re: C&C Total Annihilation Update
Posted by [renalpha](#) on Sat, 16 Feb 2008 09:00:36 GMT
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lol looks like dune2 for me

Subject: Re: C&C Total Annihilation Update
Posted by [Dealman](#) on Sat, 16 Feb 2008 15:52:45 GMT
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nopol10 wrote on Sat, 16 February 2008 08:09At least you didn't move to Crysis

By the way:

Quote:Credits:

- Danpaul88 (Major help about nearly everything.)
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Just to correct you there, EA Games didn't create the C&C series.

Sigh... Those notifications never stop... Well westwood made C&C, yes I know. But they got

bought and closed by EA Games. So currently EA Games is making the C&C Series and they got the rights of the old C&C Games. So to modify their software I need permission from EA Games. Therefor the credits go to them.

Subject: Re: C&C Total Annihilation Update
Posted by [cnc95fan](#) on Sat, 16 Feb 2008 16:16:23 GMT
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sigh Westwood made Renegade, EA has done more or less NOTHING to Renegade, Renegade has Westwood written on it. Westwood MADE it, you do NOT need permission to modify Renegade, only if you want to release standalone.

Subject: Re: C&C Total Annihilation Update
Posted by [BlueThen](#) on Sat, 16 Feb 2008 17:41:18 GMT
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Westwood made the cool part of the series, EA murdered it.

Subject: Re: C&C Total Annihilation Update
Posted by [mrÅ£ÄŠÄ-z](#) on Sat, 16 Feb 2008 18:03:46 GMT
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Originally Blue wrote on Sat, 16 February 2008 11:41 Westwood made the cool part of the series, EA murdered it.

Subject: Re: C&C Total Annihilation Update
Posted by [Ethenal](#) on Sat, 16 Feb 2008 18:05:53 GMT
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In case you ADD-kids haven't noticed, this isn't a topic about who created the C&C series.

Subject: Re: C&C Total Annihilation Update
Posted by [cnc95fan](#) on Sat, 16 Feb 2008 18:10:01 GMT
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Originally Blue wrote on Sat, 16 February 2008 11:41 Westwood made the cool part of the series, EA murdered it.
I wouldn't say murdered, just put on life support.

Subject: Re: C&C Total Annihilation Update
Posted by [Jerad2142](#) on Wed, 20 Feb 2008 01:51:12 GMT
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cnc95fan wrote on Sat, 16 February 2008 11:10Originally Blue wrote on Sat, 16 February 2008 11:41Westwood made the cool part of the series, EA murdered it.
I wouldn't say murdered, just put on life support.
No they tried to kill it, then put it on life support, and now they are getting ready to put a bullet in its head with "Tiberium."

Subject: Re: C&C Total Annihilation Update
Posted by [Veyrdite](#) on Sat, 23 Feb 2008 03:32:52 GMT
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Jerad Gray wrote on Wed, 20 February 2008 12:51cnc95fan wrote on Sat, 16 February 2008 11:10Originally Blue wrote on Sat, 16 February 2008 11:41Westwood made the cool part of the series, EA murdered it.
I wouldn't say murdered, just put on life support.
No they tried to kill it, then put it on life support, and now they are getting ready to put a bullet in its head with "Tiberium."

EA: "What's tiberium?"

Subject: Re: C&C Total Annihilation Update
Posted by [Jerad2142](#) on Tue, 26 Feb 2008 01:48:48 GMT
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Dthdealer wrote on Fri, 22 February 2008 20:32Jerad Gray wrote on Wed, 20 February 2008 12:51cnc95fan wrote on Sat, 16 February 2008 11:10Originally Blue wrote on Sat, 16 February 2008 11:41Westwood made the cool part of the series, EA murdered it.
I wouldn't say murdered, just put on life support.
No they tried to kill it, then put it on life support, and now they are getting ready to put a bullet in its head with "Tiberium."

EA: "What's tiberium?"
lol, the game "Tiberium" doesn't have any Tiberium, only RA1 gold and gems.
