
Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by [Kamuix](#) on Fri, 19 Apr 2019 15:49:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

bmruze wrote on Fri, 19 April 2019 07:10It worked really well. The intro scenes would often crash and I'd have to force restart the game and there were occasional times when the controls just wouldn't respond or would cause the game to crash. It was intermittent but still fun to have running again.

Thanks for putting the time and effort into it

Yes with this mod always skip the intro scenes when going into a mission. The reason it crashes is because you know in the intro briefing talk they show pictures taken from the campaign intros as image frames for example :

These images were so big in size i could take a hex editor and delete/replace these images with large size maps making more room to fill the game with more Missions/Levels. Also all the campaign missions in this modded N64C&C have the same objective which is destroy the enemy base. there are no missions where you have to capture something to win for example so always skip the intros because they don't line up with the new mission maps anyway

File Attachments

1) [45EFC8_HARVESTR.png](#), downloaded 1177 times



2) [45EFE0_KANEGREY.png](#), downloaded 1209 times



3) [45EFF8_NODMAP22.png](#), downloaded 1199 times

