Subject: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by Kamuix on Wed, 14 Nov 2018 14:43:49 GMT
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First Ever Command & Conquer Rom Altercation.

All Mission maps and all variants redone! only problem is not all the Spec ops missions work right now.

Also i fixed doubles that were in the game for example GDI Mission 4 now actually has 4 Variants not 3 and GDI Mission 13 has 2 Variants not 1.

File Attachments
1) CommandConquerPatch.rar, downloaded 421 times
2) gameplay05.PNG, downloaded 1906 times

3) gameplay04.PNG, downloaded 1828 times

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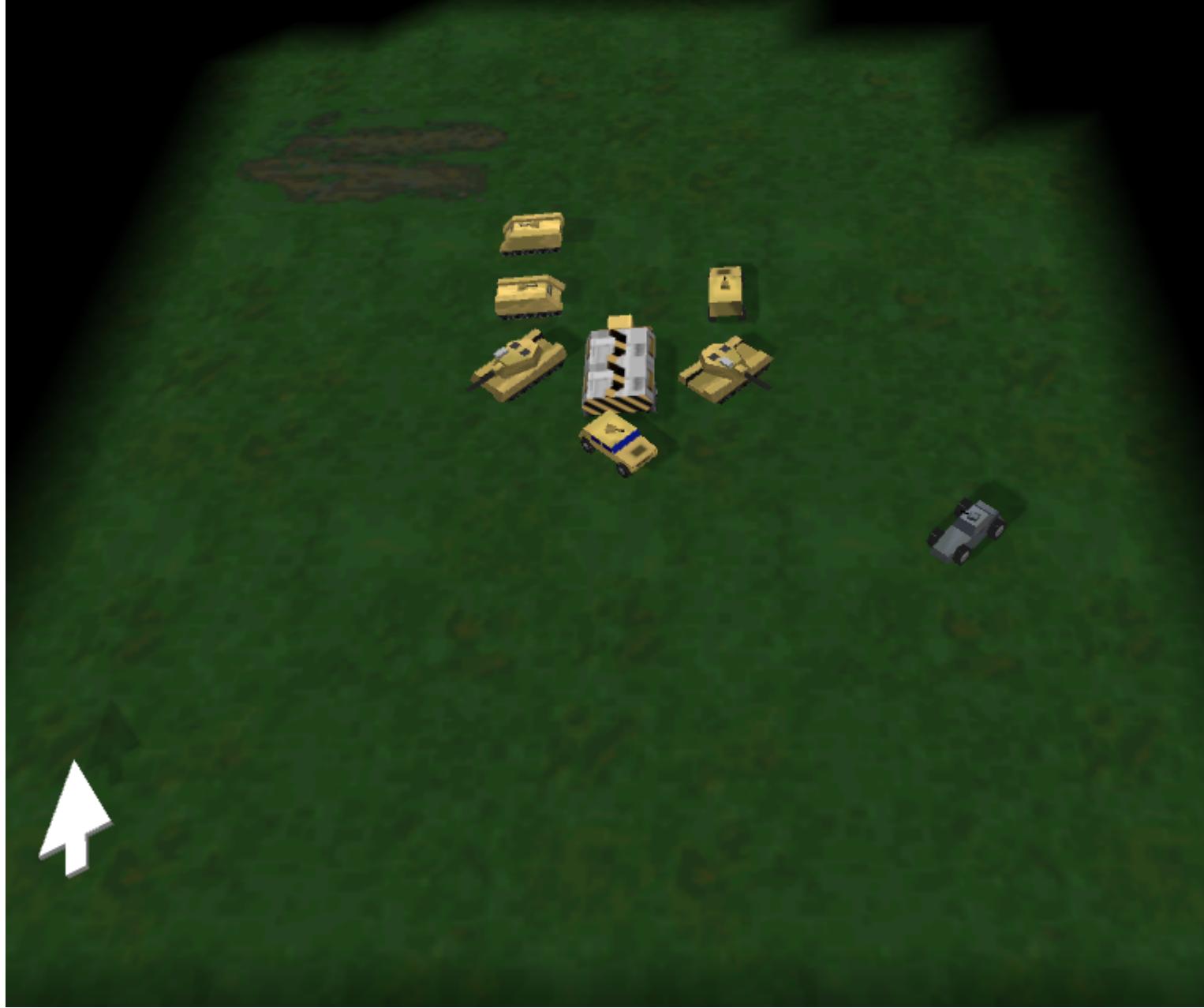
4) gameplayer06.JPG, downloaded 2242 times

5) Gameplay03.PNG, downloaded 1825 times

UNREVEALED TERRAIN

6) Gameplay02.PNG, downloaded 1844 times

7) Gameplay01.bmp, downloaded 1418 times

Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by reborn on Tue, 20 Nov 2018 10:20:43 GMT
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Nice man, well done!

Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by Gen_Blacky on Sun, 25 Nov 2018 07:25:21 GMT
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Really Nice gj.

Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by Jerad2142 on Fri, 30 Nov 2018 23:03:34 GMT
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Only thing I don't like is the color of the bibs, otherwise it looks real good!

Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by Kamuix on Sun, 02 Dec 2018 02:37:48 GMT
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Hahah you're right the bibs were a little elaborate i was sort of just experimenting when i did them
i probably should of removed them or simplified them but thanks

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Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by Kamuix on Sun, 30 Dec 2018 05:52:28 GMT
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Hey, has anyone had a chance to try it out? I want feedback if so!

Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by Jerad2142 on Wed, 02 Jan 2019 14:49:30 GMT
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What emulator do you recommend?

Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by Kamuix on Thu, 03 Jan 2019 11:54:24 GMT
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Good question!

I recommend project 64 preferably 1.7 I find it's the easiest to use and has the most flexibility:

http://www.mediafire.com/file/zne2z9brg9w46mb/Project64+1.7.zip

Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by bmruze on Thu, 03 Jan 2019 22:33:35 GMT
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I tried playing it and I couldn't get past a black screen. U used Project 64.

Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by Kamuix on Sun, 06 Jan 2019 15:40:59 GMT
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bmruze wrote on Thu, 03 January 2019 17:33I tried playing it and I couldn't get past a black screen. U used Project 64.

That's odd really? i should work especially with Project 64 1.7 or even the new one, which emulator did you use?

Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by bmruze on Mon, 07 Jan 2019 04:51:24 GMT
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Kamuix wrote on Sun, 06 January 2019 08:40bmruze wrote on Thu, 03 January 2019 17:33I tried playing it and I couldn't get past a black screen. U used Project 64.

That's odd really? i should work especially with Project 64 1.7 or even the new one, which emulator did you use?

I meant to say that I* used Project 64.

I'll download a different one to try again later and let you know how it goes.

Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by Kamuix on Mon, 07 Jan 2019 13:08:16 GMT
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KK thanks i'd like to hear from you. yeah try 1.7 if 2.32 doesnt work

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Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by Kamuix on Fri, 19 Apr 2019 01:43:31 GMT
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Any Feedback? ièm sorry the spec ops missions dont work, atleast most of them

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Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by bmruze on Fri, 19 Apr 2019 11:10:39 GMT
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It 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

Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by Kamuix on Fri, 19 Apr 2019 15:49:16 GMT
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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 donèt line up with the new mission maps anyway

File Attachments
1) 45EFC8_HARVESTR.png, downloaded 1223 times
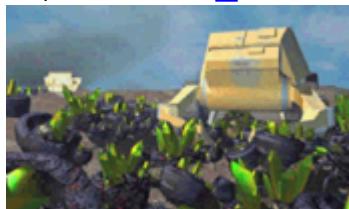
2) 45EFE0_KANEGREY.png, downloaded 1244 times

Subject: Re: First Ever Command & Conquer 64 (N64) Rom Redone
Posted by Kamuix on Sat, 20 Apr 2019 20:22:39 GMT
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So when you're finishing one mission and moving onto the next, or if you're just clicking to play a specific mission, as soon as the briefing starts just click A to skip it because whatever the voice says and starts briefing you (because N64 C&C doesn't have the briefings in full video) doesn't matter anyway because it's not in sync with the missions you're playing since i remade all of them obviously.

Too bad we couldn't have inserted our own briefings into the game but we didn't get that far in the sense that I don't know how to insert audio into the rom.

When it comes to inserting things from the original C&C me and Nyerguds(who i owe extra credit to) weren't able to get that far

Much credit goes to Nyerguds actually He's the one who works with CNCnet and he's the one who Patched the original C&C so it would work better and more modern for everyone who wants to lave a lan game of C&C and etc. here:

url]http://nyerguds.arsaneus-design.com/cnc95upd/cc95p106/[/url]

I'm mostly the mission/map maker so my briefings for the maps I've made are all the same and that is to "destroy all enemy bases and units".

I could have made maps with a uniq objective like to capture a curtain building with an engineer but i haven't quite figured out how to change the breifing part yet.

Oh and go with a remote control i recommend this type of remote:

Or iffff you still have N64 controllers:

You can find these converter extenders on ebay or amavon for a reasable price

File Attachments

1) Remotecn.PNG, downloaded 1230 times

2) remote2.PNG, downloaded 1266 times

Hi, I made an account just to thank you for your work I'm playing this mod on my Wii with the Not64 app and besides the main menu being cut off it works nicely and I'm having so much fun !!!

I use a wired XBOX 360 controller (its a 3rd party one in transparent pink) for Nintendo 64 emulation and it works great.
And you can find used 360 controllers fairly easy.