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Subject: Renegade: Source???

Posted by [newcmd001](#) on Thu, 23 Dec 2004 16:04:10 GMT

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I'm not adept at 3d games modding, so I could only hope that what I'm asking does not sound stupid...

Recently, I have seen Renegade Alert and many Ren mods switched their code to Source, the new engine used for HL2 and CS:S. People said that the Ren Alert is "ported" to Source and W3D models. My question is: Is it possible to "port" the Renegade itself to Source, in the same way it is done with Ren Alert?

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