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Subject: No SDK for BF2 lol?

Posted by [Sir Phoenixx](#) on Sun, 27 Mar 2005 16:52:05 GMT

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CommandoSRSir PhoenixxIt's the same situation with Renegade, it didn't come with an SDK but an editor, and yet we managed to add many new features and change stuff that weren't accessible from the editor.

Read the whole post.

CommandoSRNo SDK means that if there's something that is missing from the engine, it cannot be added (unless you went to hacking files).

Hacks should be avoided as much as possible. If you have to reverse-engineer the game to add new features, you should know that the game isn't capable of what you want to do.

I did read it. No they shouldn't be avoided. If it can be done by reverse engineering the game then the game is still capable of doing it, if it wasn't capable of doing something then it wouldn't have been possible even with reverse engineering/hacking the game. It's still modding, just because you aren't using the tools/etc. provided to you by the developers doesn't automatically make it not modding.

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