
Subject: Re: C&C Reborn : Nod Obelisk
Posted by [sfr3f](#) on Mon, 28 Nov 2005 03:12:29 GMT
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Quake 2 was a revolutionary FPS, its engine was used for many titles. Its source code was eventually released for public use. The Quake 3 source was released recently, too.
<http://www.idsoftware.com/business/techdownloads/>

Renegade is a mess. I seriously doubt that even if EA games released the source code that anyone would be able to fix it, much less try to rather than build a game ground-up from a better engine.
