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Subject: Re: Why dont we do like Open Sun and Free C&C?

Posted by [Dan](#) on Tue, 29 Nov 2005 12:19:40 GMT

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I'd love to do something like this, but my knowledge of C++ isnt somewhat advanced enough to be able to make a project like this. I think the farthest I've got to something like my own 3D game is a couple of lit & textured rotating boxes moving around the screen

Of course there are quite a few people in this community which have the skills necessary to be able to actually create our own version of renegade, but even so, that would take a long time to do, and they most likely have full time jobs and possibly other commitments.

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