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Subject: Re: C&C3 Community Summit - Press Embargo lifted!

Posted by [OWA](#) on Sat, 20 Jan 2007 02:35:44 GMT

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Crimson wrote on Fri, 19 January 2007 00:59 Basically if we want a patch to be official, it has to be extensive tested and used in the community and proven to be rock solid. As for the source code, it's still in the works but it's going in a positive direction.

If you do get your hands on the source code, my advice would be to follow the same format that the Scripts.dll package has followed. Or maybe bringing all of the Renegade coders together to work on engine builds without releasing the source (like Renguard or any other Renegade Mod). Just a few ideas I had. If we do get this code though, Renegade will rise again! I'm interested to see how this develops...

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