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Subject: Re: What would you ask EA?

Posted by [jonwil](#) on Tue, 27 Mar 2007 11:27:14 GMT

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If by "beta assets", you mean "assets from before renegade changed to the "less realistic" look" (e.g. back when vehicles for Nod had the TD cutscene style camo paint), I think that some of them have been released (a bunch of vehicles for example and some building stuff in the always.dat). They may not have the other stuff (the old guns, the old buildings/interiors etc) or may not have it in a usable/releasable format.

As for the renegade 2 demo engine, releasing the engine itself as a binary would be useless (its probably not in a releasable state in any case). Having the source code (to renegade, renegade 2 demo or whatever else they may have) would kick ass though

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