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Subject: Re: CNC\_Renegade Source Code release  
Posted by [BlueThen](#) on Mon, 10 Mar 2008 22:16:15 GMT  
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cnc95fan wrote on Mon, 10 March 2008 16:58 One Winged Angel wrote on Mon, 10 March 2008 11:14 cnc95fan wrote on Thu, 06 March 2008 22:31

That's just selfish. Why should you get it and not us?

Because you haven't released anything. You may say the same about RA2:AR but since we are camping with APB, we are set.

RA2:AR is in the comfortable position of being the middle child in the TC mod world. APB being the older child, who looks down on the attention seeking Reborn (the youngest child).

(Nothing of this has to do with the mod's physical age though. It's just a metaphor).

If I were dishing out the code I'd give it to RP2, since their mod is a total conversion in my eyes (but just not standalone). I've heard a bit about RenHalo, but it seems to be all talk and not much stuff being shown (aside from a modified APB ranger that was shown a while back).

Plus, there is nothing stopping you from using the modified engine builds minus the source code when new iterations are produced.

You're missing the point. There isn't much in RA and RA2 that can't be accomplished in Renegade with scripts easily. When you look at E:BFD you will notice 3 sides, and sub sides. I think the scripts should be only released for RENEGADE related stuff like patches and such instead of conversion mods to make ren look like other games. :/

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