
Subject: Re: Introducing Tiberian Technologies!
Posted by [TruYuri](#) on Sat, 21 Jun 2008 20:53:44 GMT
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Magnificent! I knew in some form or another that it was going to be "Core Patch 3", but the unification of the greatest Renegade coders of all time is an extremely pleasant surprise.

I have a question though, will all these wonderful engine fixes be available in the popular mods around it? Red Alert: A Path Beyond, Red Alert 2: Apocalypse Rising, Command & Conquer: Reborn, and other mods such as the Dune Mod and Rise of Apocalypse?

What about the shaders? Can you reveal anything on these?
