
Subject: Re: [Epic Resource Pack] C&C 3 Textures!
Posted by [Chuck Norris](#) on Thu, 30 Apr 2009 09:24:03 GMT
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nopol10 wrote on Wed, 29 April 2009 05:14BFMEII is built on the same engine as C&C3 and also made by the same team, so they probably left it in there.
I know that, but I still found it odd that they left it.

If I remember right, Generals, BFME and BFME II, Tiberium Wars, and Red Alert 3 all use the same engine (albeit different versions, some with different names). The SAGE engine is based on the W3D engine, which Renegade uses, and is now known as RNA.
