Subject: Re: Getting ready for Renegade X
Posted by [NE]Fobby[GEN] on Thu, 24 Sep 2009 21:50:17 GMT
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Muad Dib15 wrote on Thu, 24 September 2009 17:29Why can't they make it standalone?

I think I've answered this question a million times:

Command & Conquer and themes relating to it are copyright by EA. Unreal Tournament is not an EA game. If we were to make a standalone, we'd face a lawsuit from EA for infringing on their C&C copyrights.

We're also using some textures, animations, and meshes from Unreal Tournament 3 in our maps. If we made it standalone, we would also face a lawsuit from Epic games.

Mods on W3D are only standalone because EA allows them to be, as it is their engine. Renegade X is not a W3D mod. Very few engines have this luxury, especially not newer ones like UE3.

So, we thought it'd be easier for you to spend 10 bucks or less for the game (and get the mod for free), rather than having us pay for an Unreal engine license (hundreds of thousands of dollars), remake all of our maps, effects, and animations using our own original materials, and take away all C&C themes relating to the mod, which therefore makes it cease from being a Renegade remake. Oh and make 0 profits from that as well.