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Subject: Re: Apocalypse Rising released?

Posted by [Aircraftkiller](#) on Sat, 18 Aug 2012 19:02:05 GMT

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Except all the "standalone" games are all C&C based and only do one thing: play C&C mode. They aren't even "standalone", since they're still using Renegade's executable. The mods are still using Renegade's code to run, and as such will never be a true game by themselves.

By definition, you're a total conversion mod developer. You're not developing an independent game. There isn't anything wrong with that, but let's call a spade a spade. When, or if, you eventually make the transition to a non-modding environment, then you'll have a development team instead of a mod team.

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