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Subject: Re: Apocalypse Rising released?

Posted by [TheBeerinator](#) on Sat, 18 Aug 2012 19:44:36 GMT

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Sure APB uses the executable from Renegade. If one had the complete W3D source code, they would edit the code directly and compile it, which would give them a new executable. Would you call that renegade? No, it's W3D.

Instead we have people like TT, and their scripts to make changes through some horrifying hackery.

Where do you think the executable comes from when you use any other game engine? It is generated for you by the tools supplied by the engine. You just rename it, but underneath it is still Unreal/Unity/whatever.

Now if you want to be a real "game developer", stop pussy footing around with 3rd party engines and make your own. You are just an Unreal total conversion developer. You are just converting a pre-existing engine into your game using the provided tools.

When I think of a mod I think of installing a game, then modifying the files of the game using some other download. APB itself is a single "download and install" just like any other game.

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