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Subject: Re: Apocalypse Rising released?

Posted by [EvilWhiteDragon](#) on Sun, 19 Aug 2012 09:37:31 GMT

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TheBeerinator wrote on Sat, 18 August 2012 19:52 Aircraftkiller wrote on Sat, 18 August 2012 09:47 I'm still not sure why you people insist on calling AR, APB, and Reborn a game. They're total conversion mods using Renegade's engine. They aren't games in and of themselves without Renegade. They still use Renegade code, Renegade sounds, Renegade assets, etc. They're all Renegade mods.

If they switch to another engine (Unity, Unreal, Crysis) that supports independent game development, then they're a "game dev team".

They are all standalone from any sort of renegade installation. That is the main factor in calling them a game.

They use the W3D engine.

When you use one of the engines you mentioned, you are using scripting that utilizes predefined things in the existing engine to extend it. for example: Unrealscript, Unities 3 scripting languages, etc.

Do you know how many custom scripts there are in AR, APB, and Reborn? Lots. They work a lot like any scripting would on any of those engines.

Most games today are "mods" by that logic. Especially with the advent of the big engines.

Didn't you go to school for game design or something?

You know how much os the gamemechanics is still stock? Lots and lots more. Also, it's not a game since you technically still need a license for the engine.

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