Subject: C&C Commando Development Screenshots
Posted by Fabian on Sat, 03 Apr 2004 23:41:55 GMT

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bigejoe14Medal of Honor: Allied Assault uses the Quake 3 engine. Does that make it a mod?
Return to Castle Wolfenstein uses the Quake 3 engine. Does that make it a mod?
Americas Army uses the Unreal engine. Does that make it a mod?
Renegade Alert uses the Renegade engine. Does that make it a mod?

Just because a game uses a similar engine dosen't immediately make it a mod.

RenAlert cannot legally sell their product because they are subject to Renegade's EULA. You
know why they are subject to Renegade's EULA? Well my friends, that's because they are
modifying Renegade!   And logically, that makes RenAlert a Renegade mod.