Subject: Re: Why dont we give up on renegade?
Posted by Lijitsu on Tue, 30 Aug 2005 04:30:57 GMT

idjit626 wrote on Mon, 29 August 2005 22:06How about unsted of making patches for a game that EA is never going to release the soucr code for we redo it. We could use the half-life 1 engin sence the grafix look basiclly the same? You can get half-life 1's sorce code cant you?

Im just saying...

We could than do parachuts!
Wouldent crash randomy to desktop!
Airplains mabe?
Boats and swimming!

Im just saying that unsted of puttin 1,000,000 hours into a game why not redo it. It could be better than the W3D engin could ever allow!
A. Renegade is enjoyed by true WestWood fans that dont give into EA.
B. Not everyone has the money afford things. Personally, i still havent paid anything on my Xbox 360.
C. EA would release the source code, if nobody could profit off of it. Seriously, think about. With that source code, BHS, with the proper amount of money, could make friggan Renegade 2! Throwing the WestWood name on it would get them a lawsuit, but they could instead have: "Inspired by WestWood Studios" instead of the logo.

Mr. CollinsThe Legend of Zelda: Ocarina of Time Online for Halo: Custom Edition Thats out? Holy crap! Wheres the download, may i inquire? That right there, i told myself, would be the only reason i would ever go back to CE. The last time i played it, i found nobody playing the maps i had, and couldnt join the games, because i couldnt find certain maps.