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Subject: Re: C&C 3 Renegade Mod

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 11 Mar 2007 01:04:39 GMT

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About modding a different engine- It's not about the gameplay of that game, it's about what you can do in that engine. In the case of the Unreal Engines, there's a lot you can do. Check out UE3's Wikipedia and you'll see games that are nothing like UT (example: the new MOH game).

You can even make an RTS game with that engine if you really wanted to.

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