Subject: Re: Rp2 Team is looking for new members:
Posted by danpaul88 on Wed, 30 Mar 2011 20:07:55 GMT

Jerad Gray wrote on Wed, 30 March 2011 19:26
Don't you have to get permission from EA games first?

Good luck with that, the guy at EA who used to handle that is no longer with them, not sure you are going to find anyone else who is even remotely interested in helping you get permission from the relevant people.

To be honest, I doubt they are going to be seriously bothered about people using the W3D engine for mods, its not as if they are ever going to use it themselves again and your not going to be making any money from your project (I assume, since if you did they would probably crash down on you like a ton of bricks once they found out).