Subject: Renegade: Source???
Posted by newcmd001 on Thu, 23 Dec 2004 16:04:10 GMT
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I'm not adept at 3d games modding, so I could only hope that what I'm asking does not sound stupid...

Recently, I have seen Renegade Alert and many Ren mods switched their code to Source, the new engine used for HL2 and CS:S. People said that the Ren Alert is "ported" to Source and W3D models. My question is: Is it possible to "port" the Renegade itself to Source, in the same way it is done with Ren Alert?

Subject: Renegade: Source???
Posted by Demolition man on Thu, 23 Dec 2004 16:34:39 GMT
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that would be illegal

Subject: Renegade: Source???
Posted by glyde51 on Thu, 23 Dec 2004 16:39:01 GMT
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No, only if people sold it.

Subject: Renegade: Source???
Posted by xptek on Thu, 23 Dec 2004 17:16:10 GMT
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No, it's a blatant copyright violation regardless if it's sold or not. However, there is a larger fine if it's sold.

Subject: Renegade: Source???
Posted by glyde51 on Thu, 23 Dec 2004 17:17:52 GMT
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We better not then, EA will sue the pants off of us, and make us dance for them afterwards.

Subject: Renegade: Source???
Posted by Renx on Thu, 23 Dec 2004 17:51:23 GMT
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http://www.dead6.net

And yes, porting Renegade to source would be illegal. You would need permission from EA first.

Subject: Renegade: Source???
Posted by oxi on Thu, 23 Dec 2004 19:18:26 GMT
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RenxYou would need permission from EA first.

You just got to wait until pigs can fly for that. So your probably talking about never for the permission.

Subject: Renegade: Source???
Posted by Jecht on Thu, 23 Dec 2004 19:41:51 GMT
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not true, they would let you. It would only cost you your life in Royalties.

Subject: Renegade: Source???
Posted by SickOptometrist on Thu, 23 Dec 2004 19:58:21 GMT
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Can someone ask 'em how much it would cost?

Subject: Renegade: Source???
Posted by Oblivion165 on Thu, 23 Dec 2004 20:14:47 GMT
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if i had the skill i would do it. Who cares what EA thinks. Pirates life for me.

Subject: Renegade: Source???
Posted by xptek on Thu, 23 Dec 2004 20:15:48 GMT
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Make sure to tell us when you get the summons.

Subject: Renegade: Source???

Posted by Oblivion165 on Thu, 23 Dec 2004 20:19:23 GMT
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Make sure to tell EA that there are 50 million loop hole to get me out of any legal infraction.

Subject: Renegade: Source???
Posted by TheGunrun on Thu, 23 Dec 2004 20:19:35 GMT
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then why wasnt the port from red alert to the renegade engine illegal?

Subject: Renegade: Source???
Posted by cheesesoda on Thu, 23 Dec 2004 20:20:25 GMT
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Because it wasn't the direct models from Red Alert being put into Renegade.

Subject: Renegade: Source???
Posted by xptek on Thu, 23 Dec 2004 20:20:39 GMT
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Even if you win they'll run you dry.

Just to respond to the stupid thing so you don't go into default it $150.

Now, factor in all the other fees and you'll see it really isn't worth it.

Subject: Renegade: Source???
Posted by Oblivion165 on Thu, 23 Dec 2004 20:26:28 GMT
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No. Stop watching matlock.

Subject: Renegade: Source???
Posted by xptek on Thu, 23 Dec 2004 20:28:01 GMT
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Okay, do it. Just expect an "I told you so."

Oh, and I don't know who "matlock" is; I have first hand experience.

Subject: Renegade: Source???
Posted by smwScott on Thu, 23 Dec 2004 21:29:03 GMT
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oblivion165No. Stop watching matlock.

He's right, legal fees are a bitch. It's not just lawyer fees, there are tons of court fees and whatnot to go along with it. Even if you find some loophole to let you port all of the models created by EA/WS for Renegade to a competitors engine, you would still have to defend those actions. Also, no such loophole exists...

If you're talking about making a Tiberian Dawn themed multiplayer game for Half-Life 2 with no affiliation with Renegade, then you may get by with it. However, they have every right to shut you down if they see fit. I assume the bigger mods like Ren Alert and Dead 6 have attained some kind of permission from EA though.

Subject: Renegade: Source???
Posted by Oblivion165 on Fri, 24 Dec 2004 00:07:17 GMT
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I have never been charged for legal fee's. Ever.

Subject: Renegade: Source???
Posted by newcmd001 on Fri, 24 Dec 2004 17:17:50 GMT
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oblivion165if i had the skill i would do it. Who cares what EA thinks. Pirates life for me.

This is more of a TECHNICAL question...

Hmm... I'm just asking about technically whether it is possible to "port" them to Source. I'm aware that it risks violating the copyright protection (*cough*which EA doesn't deserve*cough*) and anyway I have no intention of porting the whole thing, though I might try on a few models if I know how though. Wanna see how NEAT these models would run in Source... Otherwise, put it this way: How are W3D models converted to Source?

Subject: Renegade: Source???
Posted by loser99 on Fri, 24 Dec 2004 17:29:45 GMT
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You can easily convert the models. There are tools with the HL2 SDK that allow you to do that. The models really wont look that much better in Source because they are low-poly and the textures are low-res. All source is going to do is add shadows. You cant technically "port" Renegade to Source unless you have the raw Renegade source code. We don't so we can't do it.

You could try to copy it as best you can, but that wouldn't be considered a port.

Subject: Renegade: Source???
Posted by xptek on Fri, 24 Dec 2004 19:47:11 GMT
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oblivion165I have never been charged for legal fee's. Ever.

Then you probablly haven't ever replied to a summons.

Subject: Renegade: Source???
Posted by icedog90 on Fri, 24 Dec 2004 20:33:40 GMT
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http://www.renevo.com/d6/

Subject: Renegade: Source???
Posted by Majiin Vegeta on Sat, 25 Dec 2004 01:51:30 GMT
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would be nice to see renegade on source
but.. that can only be a dream

Subject: Renegade: Source???
Posted by cowmisfit on Sat, 25 Dec 2004 01:55:29 GMT
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Renegade just wouldn't be renegade with out the graphics it currently has, you just couldn't re-create its feel and style.

Subject: Renegade: Source???
Posted by Renx on Sat, 25 Dec 2004 01:57:45 GMT
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Look one post above yours Madx

You people are too quick to judge EA. How do you think Dead6 is going forward? They got permission of course...

Also see: http://renegadeforums.com/viewtopic.php?t=12978

Subject: Renegade: Source???
Posted by glyde51 on Sat, 25 Dec 2004 02:00:15 GMT
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Quote:"Everything that happened in Renegade, stays in Renegade..."

What does that mean you think? Read between the lines.

Subject: Renegade: Source???
Posted by icedog90 on Sat, 25 Dec 2004 02:01:31 GMT
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icedog90http://www.renevo.com/d6/

Subject: Renegade: Source???
Posted by knight1b on Sat, 25 Dec 2004 04:42:46 GMT
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Technicly one would only be in for a copyright violation if they ported the models and claimed it as there own work or sold the finished version. Also EA would probaly let you as long as you told them they held all rights to the finished source version which they would anyhow just a way for them to go back later and use any work you do to make them money so i dont know why not send them a letter or email and ask what they think. Also keep in mind that Technicly rarely stops these big companys.

Subject: Renegade: Source???
Posted by Dante on Sun, 26 Dec 2004 02:20:50 GMT
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glyde51Quote:"Everything that happened in Renegade, stays in Renegade..."

What does that mean you think? Read between the lines.

Your an idiot...

Subject: Renegade: Source???
Posted by glyde51 on Sun, 26 Dec 2004 02:41:18 GMT

I know... your an idiot for not knowing that I know that I'm a idiot because everyone else knew I'm a idiot which mean that I'm a idiot and since you didn't know this this means your am idiot for your lack of knowing I'm a idiot when everyone including me knows I'm a idiot.

Subject: Renegade: Source???
Posted by Dante on Sun, 26 Dec 2004 03:06:27 GMT

so we are agreed

Subject: Renegade: Source???
Posted by glyde51 on Sun, 26 Dec 2004 03:11:46 GMT

Danteso we are agreed

Agreed, you and I are both idiots.

Subject: Renegade: Source???
Posted by htmlgod on Sun, 26 Dec 2004 03:14:44 GMT

icedog90icedog90http://www.renevo.com/d6/

Subject: Renegade: Source???
Posted by vloktboky on Sun, 26 Dec 2004 03:58:38 GMT

The saying states that everything that took place inside Renegade will stay where it belongs. That means that all the BS that came from this community will not cross over into D6 or any of the mods that are built off of it. It doesn't say "Renegade stays in Renegade." It says the kind of shit you just pulled stays in Renegade.

Want an example? The RA team and the D6 team working together. You didn't see that happening here.

Subject: Renegade: Source???
Posted by glyde51 on Sun, 26 Dec 2004 04:15:53 GMT

Alright, sorry!