
Subject: the dev

Posted by [Poskov](#) on Sun, 04 Jan 2009 04:07:43 GMT

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are u guys doing this without renegade's source code?

Subject: Re: the dev

Posted by [cmatt42](#) on Sun, 04 Jan 2009 05:13:04 GMT

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Yes, they are. I mean, they may have been able to decompile bits and pieces, but otherwise the whole thing is their own doing.

Subject: Re: the dev

Posted by [saberhawk](#) on Sun, 04 Jan 2009 05:21:58 GMT

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Poskov wrote on Sat, 03 January 2009 22:07: are u guys doing this without renegade's source code?

Renegade's code is the basis for the SAGE engine. It's used in Command & Conquer: Generals, Command & Conquer: Generals - Zero Hour, The Lord of the Rings: The Battle for Middle-earth, The Lord of the Rings: The Battle for Middle-earth II, The Lord of the Rings: The Battle for Middle-earth II: The Rise of the Witch-king, Command & Conquer 3: Tiberium Wars, and Command & Conquer 3: Kane's Wrath. They even use an updated SAGE engine called RNA in Command & Conquer: Red Alert 3.

Do you honestly think Electronic Arts would give us the code for Renegade after they've used it in every single modern RTS game they've made?

EDIT: grammar self-nazi

Subject: Re: the dev

Posted by [EvilWhiteDragon](#) on Sun, 04 Jan 2009 10:26:54 GMT

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Saberhawk wrote on Sun, 04 January 2009 06:21...

EDIT: grammar self-nazi
It's self-gammar-nazi.

</grammarnazi mode>

Subject: Re: the dev

Posted by [raven](#) on Sun, 04 Jan 2009 13:02:11 GMT

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EvilWhiteDragon wrote on Sun, 04 January 2009 04:26Saberhawk wrote on Sun, 04 January 2009 06:21...

EDIT: grammar self-nazi

It's self-gammar-nazi.

</grammarnazi mode>

It would be self-grammar-nazi.

</spellingnazi mode>

Subject: Re: the dev

Posted by [dr3w2](#) on Sun, 04 Jan 2009 20:16:05 GMT

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i lol'd

Subject: Re: the dev

Posted by [Herr Surth](#) on Sun, 04 Jan 2009 21:28:14 GMT

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its SELBSTKORREKTUR JAWOLL.

</Nazimode>
