
Subject: Commando : Open Source

Posted by [Demolition man](#) on Fri, 17 Sep 2004 17:22:37 GMT

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Renardin6Danteyes, but i am well aware of what needs to be coded, and have some people on the team that have worked quite a bit with the hl coding techniques, and are VERY good with C++ programming.

what about sharing your code (when done of course) later to help other people to make renegade-like mod on HL2 engine ?

If you do a such thing, we will make an HL2 version in the future. The only way could be that they work to gether with an other team but this community was never really help friendly so why would they work together with ppl like that?
