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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.

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