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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?

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