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Subject: Re: Renegade 2 Screenshots

Posted by [cmatt42](#) on Fri, 05 Jan 2007 05:49:37 GMT

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icedog90 wrote on Wed, 03 January 2007 17:59 You know, all we need are people who are willing and have the skill to finish Renegade 2 the way it would have been, and a good open-source game engine. But then, there is that copyright problem with EA. That would be the hardest part. IIRC, back when the Leipzig convention was held, EA expressed that they'll support RA:APB and Reborn if they decide to move to another engine. If they meant another EA Games game engine, and if they meant all C&C modifications, I don't remember too well. But I remember the general feeling for me was "Awesome, this is vague enough so that the community could essentially write their own engine and make a C&C game out of it!"

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