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Subject: Re: CNC\_Renegade Source Code release  
Posted by [Zion](#) on Mon, 10 Mar 2008 20:55:40 GMT  
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Canadacdn wrote on Thu, 06 March 2008 22:21 One Winged Angel wrote on Thu, 06 March 2008 03:37 Canadacdn wrote on Thu, 06 March 2008 03:05 Zion Fox wrote on Tue, 04 March 2008 17:37 If anything, it's to be distributed to select persons only.

IE: The BHP team, Reborn team, etc.

No small mods or non-conversion mods as they don't really need it. They wouldn't be able to do much with it as their mod requires the game, and if they privately patch it, it won't work with the game anymore.

Total conversion, yes, as they can fix A LOT of things in their releases (as they're standalone).

I voted no, because there wasn't a "To select persons only" option... >.>

Fuck you.

What are you talking about? Roleplay2 is a total conversion, is it not?

Rp2 is not a total conversion, we decided to keep it as a PKG mod because that way more people will be able to see our mod being played along with the Ren servers and download it. Not all Ren players are involved in the community.

Regardless, if the source was released to smaller (but equally talented if not moreso) mod teams like ours, we could still make quite a lot of use in implementing new scripts etc. Zion Fox's snobby elitist opinion about this matter really pisses me off.

You're missing the point here.

Remember that game patches are required by ALL players, so if you patch the game and do whatever to it, EVERYONE who wants to play on that server will need said patch, and i don't know about you but i'm not installing two versions of Renegade just to play RP2.

Read, before you comment, in future.

(And to cnc95fan, read also)

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