
Subject: Re: Introducing Tiberian Technologies!
Posted by [TruYuri](#) on Sat, 21 Jun 2008 20:59:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

mac wrote on Sat, 21 June 2008 15:56TruYuri wrote on Sat, 21 June 2008 16:53

I have a question though, will all these wonderful engine fixes be available in the popular mods around it? Red Alert: A Path Beyond, Red Alert 2: Apocalypse Rising, Command & Conquer: Reborn, and other mods such as the Dune Mod and Rise of Apocalypse?

What about the shaders? Can you reveal anything on these?

That's a definite yes. All new engine bugfixes and features can and will be used in all the popular mods, since scripts.dll still is and will always be open source.

I'm sure Saberhawk will shed some light into the new shader stuff we've been doing for the past few months..

Beautiful. I figured some of the changes were in the .exe itself, so it would have been slightly difficult to apply these fixes. I'm all for it!

As a member of Bluehell Productions staff this means alot.

EDIT: I can't wait for a full changelist. I love this shit.
