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Subject: Re: Introducing Tiberian Technologies!  
Posted by [Crimson](#) on Sat, 21 Jun 2008 22:53:21 GMT  
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EA already has a history of using fan-made patches when the community supports it and the patch itself is rock-solid. In fact, higher standards than their own patches have to fulfill.

We don't intend to split up the community with this patch. That's why I have always been (silently) opposed to certain projects where a team is trying to re-make Renegade in another engine with the futile hope that everyone will abandon the old one.

As I said before, we are learning from our old mistakes (such as those we made with RenGuard's release) and trying to do it much better this time around now that we are armed with boatloads more experience and knowledge.

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