
Subject: Re: [Query] Renegade Battlefront
Posted by [Genesis2001](#) on Sat, 29 Nov 2008 18:20:22 GMT
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Gwynzer wrote on Sat, 29 November 2008 06:25cnc95fan wrote on Sat, 29 November 2008 09:31That is odd, in SWM we wern't allowed to make the mod regardless of who owned the models..

LucasArts don't always have a problem with people making SW based mods for other games, as long as they follow certain rules. I think some of their rules are that they are not allowed to use any "Hero" characters (Ie, those featured in the films). SWM had hero units such as Han Solo in it didn't it? That was why it was probably halted.

Other SW mods such as BF2142's First Strike Mod don't have the "Hero" units, and LA, I believe, has actually praised the developers. At least, gave them permission to continue anyway.

I wouldn't mind seeing the idea of a Renegade-Control-Point-Based map. It would encourage me to start playing again.

LucasArts never saw any of the work we did nor did they know we had hero units. They flat out said no.
