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Subject: Re: the dev

Posted by [saberhawk](#) on Sun, 04 Jan 2009 05:21:58 GMT

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Poskov wrote on Sat, 03 January 2009 22:07: are u guys doing this without renegade's source code?

Renegade's code is the basis for the SAGE engine. It's used in Command & Conquer: Generals, Command & Conquer: Generals - Zero Hour, The Lord of the Rings: The Battle for Middle-earth, The Lord of the Rings: The Battle for Middle-earth II, The Lord of the Rings: The Battle for Middle-earth II: The Rise of the Witch-king, Command & Conquer 3: Tiberium Wars, and Command & Conquer 3: Kane's Wrath. They even use an updated SAGE engine called RNA in Command & Conquer: Red Alert 3.

Do you honestly think Electronic Arts would give us the code for Renegade after they've used it in every single modern RTS game they've made?

EDIT: grammar self-nazi

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