Subject: Re: How do we get Renegade great again?
Posted by JohnDoe on Mon, 02 Aug 2010 16:08:59 GMT
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I'm not comparing Quake with Renegade, it was a general question about being able to sell games built for an open source id software engine and you didn't really answer that.

All this talk about open source (which fucked up Enemy Territory public gameplay similar to what happened to Renegade and now all that's left are gay slavs) had me thinking about id tech 4 going open source in 2011. It doesn't look dated (see brink) and we won't be seeing any major breakthroughs in graphics as the console manufacturers are going for interactive controllers/3d nonsense instead of better hardware/graphics so we probably won't see a Playstation 4/Xbox 3 until 2013 or later.

Indy developers could theoretically be selling games with state of the art graphics and only have a pay their employees, right? The only mod team I know of in a similar position is Tripwire because they won some Unreal engine contest, others seem to use outdated engines or have to build their own, which has to suck either way.