
Subject: Re: Apocalypse Rising released?
Posted by [OWA](#) on Sat, 18 Aug 2012 18:01:20 GMT
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Aircraftkiller wrote on Sat, 18 August 2012 17:47I'm still not sure why you people insist on calling AR, APB, and Reborn a game. They're total conversion mods using Renegade's engine. They aren't games in and of themselves without Renegade. They still use Renegade code, Renegade sounds, Renegade assets, etc. They're all Renegade mods.

If they switch to another engine (Unity, Unreal, Crysis) that supports independent game development, then they're a "game dev team".

It does depend how you look at it to be honest. Anything of Renegade's that is left in AR these days is either animations or place-holders.

W3d itself has become a sort of open game development platform since anyone can come and make their own standalone game on it if they really wanted to. It's the same as UDK being a heavily moddable UT3 and Cry-Engine being a heavily moddable Crysis. W3d didn't set out to be an open platform but, in my opinion, it's become this through years of tweaking.

The fact that they don't need Renegade installed to run is another reason why they've been classed as games.
