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Subject: Re: Apocalypse Rising released?

Posted by [TheBeerinator](#) on Sat, 18 Aug 2012 20:09:20 GMT

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Aircraftkiller wrote on Sat, 18 August 2012 12:59 The difference being that you're licensed to use other engines. W3D is not licensed to you. You're still not developing a game regardless of how it's attempted to be justified. It's still a total conversion.

APB is a mod like all other TC mods out there. Calling it a game is not going to change what it fundamentally is: a mod, one that still has a ton of Renegade assets inside of it.

You are still using assets from those engines. specifically code to run everything. You are still modding assets provided by the engine developers. So until you make everything from scratch I guess you are a total conversion modder with a license to use 3rd party assets.

I am not going to define what a game is based on holding a license, or some arbitrary acceptance of 3rd party assets. Also APB has permission to be standalone. I like to think of that as a license to use the W3D engine, and 3rd party assets in the development of a non-commercial game.

Also that is a terrible wikipedia article. You can't go to wikipedia for something like the definition of when something is considered a game or mod. It's all opinion.

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