
Subject: C&C Commando Development Screenshots
Posted by [v00d00](#) on Sun, 04 Apr 2004 03:13:38 GMT

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I've never played it, but.. By reading the forum alone, it is a separate game. Yes, it uses Renegade's engine.. But then, the Quake1/2/3 engine powers alot of other games too. Thief 3/Deus Ex 2.. UnrealTournament/Deus Ex - same engine again, different games (yes I know there are some minor alterations to the engine between those 2, but the core engine remains the same, and in fact the games can be combined into one big console which you can choose the game to load regardless).

Point to all this: just because RenAlert uses renegades exe, doesn't mean it's not a separate game. The exe loads scripts, models, textures, sounds, ini's, and so forth that MAKE it the game. Alter all of those, and presto! New game. Any game which puts sufficient code in external files that can be altered can be turned into a completely new game. Renegade is one of those.

- v00d00
