

---

Subject: C&C Commando Development Screenshots  
Posted by [TheKGBspy](#) on Sun, 04 Apr 2004 06:31:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

well well well...

renalert isnt a game.. its a mod. but why will you say?it use the file of a published game and bring modified files to public.

to make a full game actually require full rights of the engine mainly. games based on unreal or quake technology isnt mod.. why? because they use a better/new version of the engine(mainly for quake). as for unreal technology (Amerias army, ut\*\*, postal2.. etc) they use the same engine, but all files is diffetents... does that make Amerias army and postal2 a mod? no because the bought the engine licence to make their own game using ut technology. but whats about td/ra? td was the first one using one of WW direct draw engine. difference between td and ra? engine code update, new coding.. and published. and ra dont need td to run. all mod need the main game files to play. if that mod dont need the main game files to play then thats isnt a mod anymore. whats about expantion packs such as yuri's revenge? well its almost a mod but isnt one. yuri's r. is using an improved engine codes but it does require ra2 to be played. and it has been published. Ren alert does require ren to play(maybe i am wrong.. thats a long time ago a tried ren alert lol) anyway just take example on one of the biggest mod that bf1942 has: desert combat. we can compare both mod. both are free, need their original game to play, have modified files.

very contrversal discution lol. btw someone talked about day of defeat wich use half life engine. half life has many modification like counter-strike, team-fortress, blue shift... etc does the free downloable version of counter strike wich riquire the original half life to run equal the solded version on a cd wich is a stand alone product having its own cd key?

so cs is a mod and a game??

Quote:So what's this mod all about?

CS is a realistic mod for Half-Life, where two teams (the Terrorists and the Counter-Terrorists) battle it out and perform map specific objectives. See the about page for a more detailed explanation

<http://www.counter-strike.net/faq.html>

so basicly CS is a mod(wich is downloadable) but the retail standalone product wich was released after the download version isnt a mod anymore?  
but the downloadable version still a mod for half-life?

anought talking back on seaman work.. wich is little but awesome!

ps: sorry for typos... quite very early in the morning lol

---