Subject: scripts.dll 2.1
Posted by jonwil on Mon, 06 Dec 2004 12:12:49 GMT
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"Renardin6"Maybe it's time to ask for the full source ! Petition idea...
Doubt that would work.

I tried that back in the day before the custom scripts.dll was created (back when WS was still around and Greg Hjelstrom was very much active on the renegade boards) to get them to release the sorce code to the scripts.dll and it didnt work.

Online petitions have a very low rate of sucess unfortunatly.

There are many reasons why EA wouldnt release the code, some of the big ones are:
1.There is code (Miles Sound System, BINK video, Gamespy etc) that EA doesnt own and cant release
2.releasing the code would mean that you could build it without the Safedisk copy protection (yes it has been cracked but thats beside the point)
3.there are things in the code that EA doesnt want public (e.g. secret algorithims or whatever). Also things that would be bad for EA if they went public (private internal EA info in comments for example or stuff in comments that would reflect badly on EA if it was made public)
4.EA is still using parts of the code (e.g. Battle For Middle Earth is aparently still using the core WW3D rendering engine code, same as what Renegade and Generals uses)
5.Cost to find the code (on a backup tape or wherever else it is), check it over, prepare it, write a sutable licence etc etc etc.

And there are more reasons I would guess but I cant think of them right now