
Subject: Re: CNC_Renegade Source Code release
Posted by [Crimson](#) on Sun, 09 Mar 2008 23:27:19 GMT
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Spoony wrote on Sat, 08 March 2008 21:39if EA were to release it to a responsible group who used it wisely, it'd be exactly what Renegade needs - as long as it was used to deal with cheaters, stuff like bluescreening etc, not to actually change the way the game is played.

open release to anyone would probably be a disaster though

QFT. If I were to ever be a part of a group working with Renegade source, I would push for what's most important to me (and to, I believe, the majority of the community), which is to keep the gameplay almost identical to what we're used to and fix the stupid problems that get in the way of a good game, things like netcode/lag, blue hell, vehicle theft, and of course, cheating. To be honest, I don't see a reason to even have RenGuard anymore if there was a source code + access to release official patches.

If I were a part of such a group, I would also do my best to make sure that we worked in conjunction with mod teams to get them what they want without actually having to share the code with them and increase the possibility of a devastating leak.
