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Subject: Re: CNC\_Renegade Source Code release  
Posted by [Kytten9](#) on Mon, 17 Mar 2008 16:56:11 GMT  
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R315r4z0r wrote on Fri, 14 March 2008 16:42

Cheating in Renegade is not that bad.

What the fuck are you smoking?

R315r4z0r wrote on Fri, 14 March 2008 16:42 If someone cheats, you can stop them. It is easy to tell who is cheating and what they are using.. a simple kick is in order.

Most servers ban cheaters!

R315r4z0r wrote on Fri, 14 March 2008 16:42 There are even ways to test if that person is cheating.

Ever heard of panic buttons?

R315r4z0r wrote on Fri, 14 March 2008 16:42 Even more over, the community based anti-cheat Renguard handles some of the stuff. But a game like Renegade is relatively clean with cheats when compared to other games out there.

Again what the fuck are you smoking?

R315r4z0r wrote on Fri, 14 March 2008 16:42 Not to mention that by having the source code, we can further prevent some cheats from happening. Especially in the new mods out, like Reborn, APB and AR. It would really be a Renegade 2, and not simply a Renegade mod.

You take a sensible pill half way through?

I agree that EA would not release that source code while some of their other game platforms are based on the same or similar code.

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