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Subject: Re: How do we get Renegade great again?  
Posted by [Veyrdite](#) on Mon, 02 Aug 2010 07:27:46 GMT  
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jonwil wrote on Sun, 01 August 2010 22:53 Even if EA did want to open source renegade, they couldn't do it. Firstly, renegade uses 3rd party libraries like Miles for audio and Bink for video, none of which EA can legally redistribute (i.e. the bits that you would need if you were working with the source)  
Secondly, they would need to review every line of code looking for things that could be an issue (3rd party code, things that would reflect poorly on EA etc)  
And thirdly, if EA open sourced renegade, it would give cheaters ways to make cheats far beyond what can be done now.

Unless the engine source contains large amounts of intermingled code ( monolithic design rather than modular ) from the libraries ( as opposed to code that connects to the libraries ) I don't see what the issue is. Even if a big chunk of the engine source is missing it is better than nothing, and loose ends of code that would normally talk to external libraries could be re-written to use free ones ( eg OpenGL, OpenAL and a better codec than Bink like Theora ). Once Renegade is open sourced more modders will join our current dedicated modders ( eg John & Jerad ) and make Renegade great again.

More than likely editing the game the way we currently are means we are facing the exact same legal problems, it is just EA and affiliates turn a blind eye to 'harmless modding' activities.

The idea that open source games fall to cheats more easily is as easily countered by the fact that people will be able to contribute fixes. My operating system ( Ubuntu Linux ) is not affected by a single piece of malware to date, even though it amongst the other hundreds of distributions are open source. Yes it is easier to write cheats, but it is twice as easy to write counter-measures and with good moderators the problem does not exist.

Remember to try to be constructive with 'How do we get Renegade great again' rather than 'What is wrong with Renegade'. The same complaints existed before Renguard was released, with topics claiming the online community will be 'dead within a month' due to cheaters - but most people understood this is not true.

Ferhago wrote on Sat, 31 May 2003 22:50 It would last a lot longer if you would stop posting threads like this.

DAMN YOU PLANETSIDE WHY MUST YOU STEAL ALL OF THE RENEGADE PLAYERS!!!!!!!!!!!!!!!!!!!!!!

spreegem wrote on Sun, 01 June 2003 06:57 Renegade will live for ever I think

Regards, William

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