
Subject: Re: How do we get Renegade great again?
Posted by [EvilWhiteDragon](#) on Tue, 03 Aug 2010 14:22:43 GMT
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luv2pb wrote on Tue, 03 August 2010 15:25reborn wrote on Tue, 03 August 2010 07:29Torrents Hosting a server on Gamespy and disabling it's serial validation by patching the FDS (or better creating a WOL clone) would mean that players do not require a serial to play. You could then totally flood the torrent scene with the ISO's of the discs, and provide a valid serial for installation.

The torrent gamers love a free a game, and it's pretty much gauranteed to be free to play forever that way. Especially if someone had a WOL clone and the torrent version was cracked to join there automatically).

However, this would split the community (existing clients would not likely move to the the servers hosted on the WOL clone).

I've said this before. TT could whip it together in like 30 seconds (normal) time ... 3.5 years their time.

It doesn't even have to be that complex. First off you bundle the install disk, patch, cp's, rg, rr, scripts, portal, HUDs, skins, ts, reborn, mirc, porn, apb, tt and what ever the hell else you can think of into one clean install. Then you take 30 seconds to write an app that scans xwis for available servers and lets you select which one to direct connect to. Throw a little unique identifier in there to prevent abuse and you're golden. Servers that don't want to participate could block direct connect or block that unique identifier.

Even if EA gave a shit there isn't anything they could do about it. Even if they tell TT to stop once it is out there it is out there.

*I know it isn't really that easy but you get the idea.

Herr Surth wrote on Tue, 03 August 2010 07:56how about pleas for our starving cats?

I see what you did there.

With the software we have at BlackIntel currently, I guess making a WOL clone which connects to the actual XWIS server isn't really the problem. Would basically do the reversed of what we did when we made a WOL proxy that allowed our server to be both on the USA and the EURO one at the same time .

I've also made an installer which installs Renegade, WOLAPI, most of the Core Patches, the UberMapPack without skins and the latest scripts release.

So the illegal way wouldn't be hard, but it wouldn't help us (the TT team) to get EA to push TT over the patcher. Therefor can't do this right now. For now we're focusing on releasing TT over the patcher and possibly getting EA to release it for free/very cheap on STEAM.
