
Subject: Re: How do we get Renegade great again?
Posted by [Spyder](#) on Fri, 20 Aug 2010 11:50:20 GMT
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jonwil wrote on Sun, 01 August 2010 07:53 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)

Actually they can legally redistribute them. The same happened with the UDK. You only have to include one extra line of text somewhere in the game/splashscreen etc. that says: "Video technology by Bink" (or something like that).

I don't know for Miles, but for Bink they can.

As for the WOL/XWIS part. You better consider this obsolete, since most people nowadays use direct-connect applications like Renegade Ressurrection, RenIP, GameSpy etc...
As far as I know, these methods do not check for legit serials, which in theory, would allow a player to join a server WITHOUT a serial key.
