Subject: Does the RenGuard team work for itself or the public?
Posted by fl00d3d on Thu, 11 Sep 2003 15:18:48 GMT
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Is the RenGuard project becoming something of the proprietary solution?

It would seem that way to me. What goes on behind those closed doors is a mystery to all.
Generally speaking, programmers prefer to keep their code secretive and away from the public so
that bugs cannot be found and their work is preserved. However, sharing design and code with a
community has its share of benefits as well.

Consider Red Hat Linux. It is an open source operating system. Unlike Microsoft's Windows
which is proprietary, RH bugs and issues are worked out with the world's programmers and
analysts rather than a private team. Solutions are reached quickly and efficiently.

What the Renegade Community (all you players out there) is dealing with right now, is a cheater
epidemic where people are creating mods that give players an unfair advantage.

Because we love the game so much and do not want to see it destroyed, many groups of people
have begun (and some have completed) programs to counter the cheats.

We as a community need to work together to produce a solution. The help of the professionals
out there is welcome and strongly encouraged. This is evident through teams like the RenGuard
team, who is doing an outstanding job of working towards a quality solution.

However, the principle of the matter is that this is a community issue. The OZ clan which
produced a hotfix for BigHead and FinalRen is no better than the RenGuard team who is
attempting to produce a full blown anti-cheat application. In fact, they are very much equal. They
serve the same purpose. They serve the same community.

Why is it, then, that certain individuals continue to try and make their solutions proprietary and
secretive? Many individuals and gamers feel suspicious about this -- and have made numerous
pleas for unity.

I have created a solution to this problem and have reached a 75% acceptance rating. Just about
all of the GameSpy clans have shown support for the alliance. Some WOL clans are just now
finding out about it. And players around the world are coming to realize that Westwood is dead.
And that no one is out there to help them.

We stand alone to fight this war, my friends.

Who is the enemy?

The cheaters. The deceitful. The spammers. The whiners.

We need to be unified into a single group. We need to work together to produce these anticheats.
 We need to work together to coordinate mod packages and new maps. We need to work
together so that we can produce QUALITY additions to the Renegade game. If not, the game will

die -- and will never be heard of again.

So I ask you again: support us. Join us. Do not become a part of the old world order. Re-live the game through the new one.

Your friend and fellow gamer,

Sean
aka "fl00d3d"
Founder, Tsunami Alliance
http://www.tsunami-alliance.com