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Subject: Re: What would you ask EA?

Posted by [EvilWhiteDragon](#) on Wed, 28 Mar 2007 18:37:32 GMT

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warranto wrote on Tue, 27 March 2007 16:26: Would it be possible for any current anti-cheat software to receive official support from EA? Not in terms of manpower (as they already have their own support teams). but in terms of having a seal of approval from the game publisher?

Follow up: If so, by what means could that support be obtained?

Just to point out, I'm not asking if any current projects WILL gain that support, but more so if EA would be willing to give it to a current program if certain conditions are met (hence the reason for the follow up question)

Well, you say not in terms of manpower, but I disagree there, since our partnership with BHS I know that they do have either too less time/ppl to get the new rengaard done fast and properly. For BI it would be usefull if either the source was released, or we could talk to someone who knows more about the renegade engie and could give us more information on possible intresting things.

[Ontopic]

Could you ask why EA/Westwood never REALLY finished Renegade? I know that might be a bit offensive question, but from what I've seen @ seyes place, the renegade engine could do a lot more then it can now, just because loads of things are not/ cannot be used now. Also, I think that if Renegade was properly finished it would have gotten way more sales and more attention. I've heard from a lot of ppl that they had the feeling it could do way more then it did, and that it didn't have the "true" C&C feel, and no not because of it being an FPS.

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