
Subject: Re: [Plug-in] SSGM2.02 Commander BETA
Posted by [TNaismith](#) on Wed, 20 May 2009 14:01:37 GMT

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Ah, I see. Sounds like it can be a good addition to a server in any case. I appreciate the replies. I hope as well that other community leaders whom have extremely in-depth modded servers will also consider stepping forward to release their code, however the debate of whether that will make Renegade servers all look the same rather than unique and diverse will be brought up, and I can imagine that many people are against the idea of releasing code as it would 'hurt' the integrity of their own server/playing population.

I've seen this from some isolated servers I've been to, and I am pretty sure this mindset runs throughout a number of other Renegade-related communities.

Tiberium Technologies however is a great step in bringing together the skill and abilities of a lot of people, so that could be considered as compensating for the lack of will to release code for fun modifications to Renegade servers.

Anyhow, thanks again. Appreciate the work and motivation you put in to further develop this code for Team Commander.

Regards,
TNaismith
