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Subject: Re: How do we get Renegade great again?  
Posted by [jonwil](#) on Sun, 01 Aug 2010 12:53:29 GMT

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Even if EA did want to open source renegade, they couldn't do it. 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)

Secondly, they would need to review every line of code looking for things that could be an issue (3rd party code, things that would reflect poorly on EA etc)

And thirdly, if EA open sourced renegade, it would give cheaters ways to make cheats far beyond what can be done now.

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