
Subject: Re: How do we get Renegade great again?
Posted by [jonwil](#) on Mon, 02 Aug 2010 13:56:59 GMT

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dthdealer wrote on Mon, 02 August 2010 15:27 Unless the engine source contains large amounts of intermingled code (monolithic design rather than modular) from the libraries

The issue is that without reviewing EVERY single code file, its impossible to know what files contain 3rd party code. If EA were to release a single line of code without permission, they would be in trouble.

And since reviewing every file takes time (and time = \$\$\$), its not going to happen.

With regard to other games that have been made open source such as Quake 3 or DOOM,
A.Those games are much smaller and simpler (and therefore any required code review is much easier and cheaper) and B.ID Software specifically made sure from day one any 3rd party code is 100% seperate from ID software code (so it can easily be removed). Renegade is much more complex than DOOM and Quake and EA almost certainly never cared about any mixing of 3rd party code with EA code.