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Subject: Re: How do we get Renegade great again?  
Posted by [Veyrdite](#) on Tue, 03 Aug 2010 08:55:47 GMT  
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jonwil wrote on Mon, 02 August 2010 18:28

...Malware is software that the owner of the computer does not wish to run...

...Cheats on the other hand are things the owner of the computer wishes to run...

I don't understand how this affects whether or not it will be easier to cheat or to uncover cheaters in an open source Renegade. Whether or not cheats are desired is just as prevalent in a closed source project - and possibly some of the cheat writers would turn around and contribute to the code instead.

Quote:

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.

Good old EA - this is why monolithic design is never nice in the long term. There goes any hopes for an open-source Renegade.

Thanks Jonwil for the insight. It's an unwanted truth

Could it be possible for the server to run a version of the client game ( simultaneously with the server ) that is modified to output things such as deviations from where the client predicts other players/entities will be to where they end up the next lot of packets? Then you would just need to check of the deviation is within an acceptable range of what was predicted.

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