
Subject: Re: IMPORTANT!

Posted by [EvilWhiteDragon](#) on Mon, 08 Nov 2010 19:46:20 GMT

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Comp_uter15776 wrote on Mon, 08 November 2010 19:39 Well i used your link button, so obviously your links are screwed

And anyway, i have another option alternatively: I get the code and then pass it to the gaming communities, to minimise cheating etc.

But, open sourcing it would not make it worse, as communities can upgrade the code, and sort it all out, like removing some bugs etc. A few communities are behind me, including: my own Comp_uter Gaming, Cloud Gaming, St0rm Gaming, Black Widow/LG-Gaming, and im going to post a link to jelly and n00bless, as well as a few others maybe.

Oh and i have already contacted EA, about 3 days ago. They replied saying they are considering it, and i have swung them to a more "yes" than a "no".

And like i said, even if you don't believe in it, there is no harm in signing it?

Lol, if even TT can't get it done, you think you can? Trust me, it's a waste of time. Also, making Renegade completely open source would show cheaters probably about 23429075 more holes which they can exploit. Renegade has more holes than a mafia boss after a proper drive-by.

Oh, and you know the TT team has actually the larger communities behind it?

Edit:

And I forgot about the legal issues with MILES and HAVOC engines. Perhaps even more, but I'm pretty sure Renegade uses these and they're "pretty" expensive.
