
Subject: Re: IMPORTANT!

Posted by [a000clown](#) on Mon, 08 Nov 2010 22:17:44 GMT

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Comp_uter15776 wrote on Mon, 08 November 2010 13:39 And anyway, i have another option alternatively: I get the code and then pass it to the gaming communities, to minimise cheating etc. Because you have the complete trust and confidence of the greater Renegade community... Besides... If it's going to be privately passed around that's not very open-source now is it?

Comp_uter15776 wrote on Mon, 08 November 2010 13:39 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. Everyone who has the skill, trust and time to improve Renegade is probably already in the TT dev team, I'd assume.

Comp_uter15776 wrote on Mon, 08 November 2010 13:39 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".

lol. This is just management saying "no, but we don't want to hurt your feelings" imo.

Comp_uter15776 wrote on Mon, 08 November 2010 13:39 And like i said, even if you don't believe in it, there is no harm in signing it?

Unless we're against open-sourcing it.

R315r4z0r wrote on Mon, 08 November 2010 14:30 Everything in the game would be transformed. People would make something and believe that they have the best idea. Everything would differ from everyone else causing players to have to decide which version of the game they want to play.

It would alienate new players and split the existing players and overall just lessen the player count until there are maybe a maximum of 10-15 players total playing this game.. ever.

Bad idea.

You mean like Reborn, APB and the others I can't remember? Not to mention Renegade-X too. Choice is good imo.

The vast majority of players never look beyond the stock gameplay anyways.

EvilWhiteDragon wrote on Mon, 08 November 2010 14:50 Personally the TT team would be pretty much able to handle it, as with TT we only intend to fix bugs and not to change gameplay. I agree with you that the TT team is very much capable, however, imo I think there's too much politics involved. Just look at the huge debates still going on about the pointsfix, the ladder, what files to (dis)allow in reference to what's considered "cheats" vs common modifications (like custom huds or skins), etc.
