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Subject: Re: sign my petition to EA to open-source Renegade

Posted by [jonwil](#) on Wed, 10 Nov 2010 00:51:07 GMT

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If TT had the source code, we would only use it for the benefit of the entire renegade community.

TT would NOT remove a thing from Renegade as it is now, nor would we alter the gameplay of renegade in any way.

We would add a LOT of things for modders to use (new physics types, new building types, new object types, new options for existing building/object types) but nothing would affect stock renegade.

Any new features we add that could impact standard renegade would be added via optional keywords in server.ini or elsewhere (just like we have done with a few new options in 4.0)

We have gone to great lengths with scripts 4.0 to make sure we DON'T break standard renegade. Every bug we have fixed is a genuine bug where its clear from the way the old code is written that its not intended to work that way.

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