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

Posted by [jonwil](#) on Wed, 10 Nov 2010 02:08:08 GMT

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I should add that where we HAVE made changes that affect normal renegade, they have all been changes that no-one except bad guys (cheaters etc) would have a reason to disagree with.

For example, we fixed a number of places where it is possible to send malformed/bad/malicious packets to renegade and crash the server (or carry out a denial-of-service-attack on the server)

We also made code changes to 4.0 to make certain cheats in popular anti-cheating programs no longer work (by changing the way certain code works so that its harder to exploit)

Some people may complain about us fixing bugs in ways that change the gameplay. Specifically people may want to complain about us fixing the bug in the damage calculation that made it possible to shoot certain vehicles with certain weapons where little-to-no damage was done but where points were gained that should not have been (i.e. "pointsfix").

During the beta cycle of 4.0 we will take feedback from server owners and add options to disable these features as necessary to gain "buy-in" from the server owner community (I say server owners here because they are the ones that will be deciding whether to enable or disable the various optional features of 4.0 including the file-hash anti-cheat)

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