Subject: Re: sign my petition to EA to open-source Renegade
Posted by jnz on Thu, 11 Nov 2010 12:12:35 GMT
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Open sourcing it wouldn't do much now, practically all of the renegade code has been hacked, changed and most functions in the code have had their addresses exposed anyway. It would only mean script kiddies would be creating even more cheats, hacks and silly scripts. Most of the stuff that isn't covered in scripts.dll 3.4.4 was intended to be hidden from easy access. This way, someone has to do *work* to make any deeper changes. Which, for as long as scripts.dll has existed I can only think of one thing that was created!