
Subject: PKG files

Posted by [Jerad2142](#) on Fri, 06 Apr 2007 17:12:45 GMT

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Is there a way to make it so pkg files can not be opened by XCC mixer, RenegadeEx, and others. This information would be used for anti cheating purposes.

Subject: Re: PKG files

Posted by [Scrin](#) on Fri, 06 Apr 2007 17:46:56 GMT

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dont think so....

Subject: Re: PKG files

Posted by [Cat998](#) on Fri, 06 Apr 2007 17:57:45 GMT

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How would Renegade be able to open it then if other programmms are not able to do so ?

Subject: Re: PKG files

Posted by [Jerad2142](#) on Fri, 06 Apr 2007 18:18:36 GMT

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Cat998 wrote on Fri, 06 April 2007 11:57How would Renegade be able to open it then if other programmms

are not able to do so ?

Good Point.

What about make it so you could not export the files.

Subject: Re: PKG files

Posted by [Zion](#) on Fri, 06 Apr 2007 19:45:42 GMT

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What people do with your files is purely their decision. You don't need to worry about it unless they start taking credit (you know like the way you thought you could get away ripping APB stuff?).

Anyway, unless you get the source code to these apps there's no point in doing so.

Subject: Re: PKG files
Posted by [Gen_Blacky](#) on Sat, 07 Apr 2007 01:30:36 GMT
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lol do people actuly open other peoples mods

Subject: Re: PKG files
Posted by [nopol10](#) on Sat, 07 Apr 2007 04:10:28 GMT
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Probably. I open but I don't steal.

Subject: Re: PKG files
Posted by [Jerad2142](#) on Sat, 07 Apr 2007 04:46:12 GMT
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Merovingian wrote on Fri, 06 April 2007 13:45What people do with your files is purely their decision. You don't need to worry about it unless they start taking credit (you know like the way you thought you could get away ripping APB stuff?).

Anyway, unless you get the source code to these apps there's no point in doing so. Anti-cheating purposes if you would have read the topic you would no this, when I release Renhalo, I don't want anyone to cheat in it. If I make it so you can't open the files you would have to recreate the objects file you self, and that would be quite impossible. I could care less if anyone took my stuff because people will know who actually made it.

Subject: Re: PKG files
Posted by [Jonty](#) on Sat, 07 Apr 2007 06:33:32 GMT
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You mean you're going to release it as a .pkg?

Subject: Re: PKG files
Posted by [nopol10](#) on Sat, 07 Apr 2007 07:08:31 GMT
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Isn't Renhalo gonna be a TC?

Subject: Re: PKG files
Posted by [Zion](#) on Sat, 07 Apr 2007 13:59:52 GMT

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Jerad Gray wrote on Sat, 07 April 2007 05:46Merovingian wrote on Fri, 06 April 2007 13:45What people do with your files is purely their decision. You don't need to worry about it unless they start taking credit (you know like the way you thought you could get away ripping APB stuff?).

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Well you're pretty screwed there, since anyone can get into any file related to Ren and use it for their own purposes.

Subject: Re: PKG files
Posted by [jonwil](#) on Sat, 07 Apr 2007 15:29:28 GMT
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The best way to prevent cheating in renegade remains RenGuard. And it is easy to support any mod or TC. With the new version of RenGuard that is being developed, it will become even harder to defeat.

Subject: Re: PKG files
Posted by [Jerad2142](#) on Mon, 09 Apr 2007 05:36:35 GMT
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I am debating TC or PKG, PKG has its advantages, like you could just start Renegade and switch game mods instead of open up a complete different folder and restart the game (although I do have a really cool title screen planed if it does go that way). I would have to figure out how to set it up not to work with a cd and all sorts of stuff (probably would not be hard, but with collage approaching I might not have the time to make it a TC).
