
Subject: Re: The Pointsfix and the Game Listings
Posted by [Jerad2142](#) on Thu, 29 Oct 2009 18:21:49 GMT
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Goztow wrote on Wed, 28 October 2009 01:43Jerad Gray wrote on Wed, 28 October 2009 01:01If EA was really with us they would have given us the actual Ren source. All EA sees us as is a group of people that will clean up some of their half assed shit.

To be fair, we don't know if they didn't give the source code to TT. I would never release the source code to the public if I were EA. Cheaters would find way too nice .

LOL, only like 300 people at most on-line, don't see why anyone even cares about cheaters anymore. All the servers that I've ever played on are so laggy that everyone could be cheating and it'd still seem the same. Only time I have ever been able to see that someone was cheating in game was a time when some person was blowing up the harvester with one pistol hit, and that was years ago. And please not that I didn't say release the source to everyone, I just meant TT team, which they didn't otherwise you guys wouldn't be having to reverse engineer another engine to mimic renegades engine.

Anyways, by not giving you the source EA can deny any responsibility if something does go wrong, IE: makes it easier for people to cheat, or everyone quits renegade because more people whom play online like the game as is then you think, type deals.

Spoony wrote on Wed, 28 October 2009 11:04the idea that EA would give away control at this level - source code, control of patches etc - the idea that EA would give it lightly is just ridiculous. sure they don't care about the game as much as they ought to...

I know of several companies that give out open source for the game engine once the game's usefulness has passed, Relic, Valve, and I don't play many games so there are many more I'm sure.

Crimson wrote on Wed, 28 October 2009 10:46Yep, and if they did give us the source code or parts of it, we certainly wouldn't be allowed to tell anyone about it.

I hope to god you guys don't have the source, things should be going along a lot faster if you did, EA throws out plenty of half assed games in a years time, all you guys are doing is touching one of them up. So I think not, I think EA has forced you guys to do it the hard way, thus I can understand this taking a while.
