Subject: Open Source?
Posted by ProbablyX on Thu, 23 Jun 2005 22:55:58 GMT
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Hello,

I'm just wondering why you can't release RenGuard open source or let some "trusted" developers port it to x64 If you released it open source I bet many developers out there would be happy to help you add more features to it and help you with compatibility issues.

Just a wonder

Subject: Re: Open Source?
Posted by Weirdo on Fri, 24 Jun 2005 06:46:04 GMT
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I could give you one reason. If Renguard was opensource you could program the client in such away that it either skippes the scanning of the data directory or else scans a diffrent directory with all the right files.

Subject: Re: Open Source?
Posted by ProbablyX on Fri, 24 Jun 2005 21:29:58 GMT
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that could be done with a decompiler too, it would just be to add a CRC check to RenGuard. Besides there are similar systems which are open source to other games

Subject: Re: Open Source?
Posted by Weirdo on Fri, 24 Jun 2005 21:37:38 GMT
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From what I know, RG has been specially protected by a special system so decompiling isn't possible, or at least made harder to do, so reversed engineering isn't possible.

You say other systems like RG are opensource. I'm wondering with interest what these systems are and how they have solved that problem. You could maybe only make a certain part open source.

Even if it is possible, the problem is that we don't really have that much people with the knowledge and the time to do anything usefull.

Subject: Re: Open Source?
Posted by Scorpio9a on Sun, 26 Jun 2005 10:13:02 GMT
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Open Source is definatly not an option, and the thing is RenGuard is x64 compatible, but the executable protection isn't, atleast not yet. So this wouldn't solve this problem at all.

Maybe there will be a x86-64 version of RenGuard 1.04, when the protection system supports it, but at this stage, it doesn't seem to be supported..., lets hope that the protection will atleast be compatible with x86-64 systems, but only time will tell sadly.

Subject: Re: Open Source?
Posted by Son Gohan on Sun, 03 Jul 2005 17:38:39 GMT
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Maybe BHS should implement a hooks & plugins system for RenGuard. Like, you can't alter anything in the source but you can make mods for it? Its like making a mod for a mod for renegade!