
Subject: C&C Renegade EULA
Posted by [msgtpain](#) on Sun, 17 Aug 2008 03:13:02 GMT
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Quote:You also may not copy, modify, adapt, translate, create derivative works of, publicly perform, publicly display, distribute, transmit, decompile, disassemble or otherwise reverse engineer or attempt to reverse engineer or derive source code from, all or any portion of the Product or anything incorporated therein, including any screen display, sound or accompanying documentation, or permit or encourage any third party to do so.

What is EA's official stance on what is going on with TT here? Have they provided you with the source code to Renegade? Are the fixes that you are attempting to push to the community a result of reverse engineering?

Is EA willing to overlook the original EULA and push out a patch that breaks it?

Subject: Re: C&C Renegade EULA
Posted by [Aircraftkiller](#) on Sun, 17 Aug 2008 03:16:58 GMT
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If they cared enough to do anything about it, I'd wager EA would have had its lawyers on the case a long, long time ago. EA doesn't tend to let people do whatever they want unless EA doesn't care. Case in point, try opening a System Shock mod on a non-EA engine and see how far you get.

Subject: Re: C&C Renegade EULA
Posted by [msgtpain](#) on Sun, 17 Aug 2008 03:26:46 GMT
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Well, it's one thing to look the other way when something is happening, it's completely different to actually put in to place the necessary items.

From what I gather, it will actually require EA's blessing to make this happen, possibly the update URL embedded in the game is still controlled by EA, and the only way to force it is for them to redirect.

Is it going to take a concious effort by an EA employee, and are they willing to push out a patch to all users, across their system that was completed through reverse engineering of their own software? That's all I'm asking.. I would actually like to see a response from whomever this EA person is who they have been chatting with.

Because in all honesty, if this is something that we are being "led" to believe requires EA's blessing, and really just requires some more reverse engineering on TT's part to push it out through xwis, then I would think a whole nother load of shit should be hitting the fan before that

actually happens.

That's all I'm saying..

It would be quite interesting to see an "official" EA member who has been tasked with overseeing what's left of our game, tell us that he's all for this.... Cause as I see it, I should get to ask him a few questions myself, not just have them relayed to him by TT.

Subject: Re: C&C Renegade EULA
Posted by [_SSnipe_](#) on Sun, 17 Aug 2008 03:31:02 GMT
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msgtpain wrote on Sat, 16 August 2008 20:26Well, it's one thing to look the other way when something is happening, it's completely different to actually put in to place the necessary items.

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im sure there taking care of this they dont need you

Subject: Re: C&C Renegade EULA
Posted by [msgtpain](#) on Sun, 17 Aug 2008 03:34:16 GMT
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well, I can say the same thing about your reply.. but that didnt' stop you from typing it now did it?

Subject: Re: C&C Renegade EULA

Posted by [Aircraftkiller](#) on Sun, 17 Aug 2008 03:42:26 GMT

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I doubt it's going to require their blessings, but you're right; the redirect might be the only thing they'll need help with. Truth be told, I really don't care much about what it'll take to get it done. The thought that someone wants to take up the multitude of problems in this game and fix them is interesting, albeit about five years too late.

Subject: Re: C&C Renegade EULA

Posted by [jonwil](#) on Sun, 17 Aug 2008 09:49:12 GMT

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EA still control the update servers for Renegade and will need to approve anything that gets pushed.

Subject: Re: C&C Renegade EULA

Posted by [trooprm02](#) on Sun, 17 Aug 2008 17:55:14 GMT

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jonwil wrote on Sun, 17 August 2008 10:49EA still control the update servers for Renegade and will need to approve anything that gets pushed.

And by approve, I doubt they will get someone to install renegade and install the patch to test it out. Im guessing more of a "are you sure?" "Yes.", and its changed (+- a few questions from them to the TT team).

Subject: Re: C&C Renegade EULA

Posted by [Goztow](#) on Sun, 17 Aug 2008 18:15:31 GMT

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trooprm02 wrote on Sun, 17 August 2008 19:55jonwil wrote on Sun, 17 August 2008 10:49EA still control the update servers for Renegade and will need to approve anything that gets pushed.

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There's no reason to assume this.
