Subject: sign my petition to EA to open-source Renegade
Posted by Comp_uter15776 on Mon, 08 Nov 2010 16:35:34 GMT
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please visit this website and sign up. It is a petition to persuade EA to make Renegade open source. If you would like more info please reply to this thread, and ill sure pick it up.

P.S. Theres no harm in siging the petition, even if you think it won't work.... You don't even have to use proper info, if you want.

Cheers, Comp.

Mod edit - I fixed the link.

Subject: Re: IMPORTANT!
Posted by CarrierII on Mon, 08 Nov 2010 17:06:20 GMT
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Comp_uter15776 wrote on Mon, 08 November 2010 16:35please visit and sign up. It is a petition to persuade EA to make Renegade open source. If you would like more info please reply to this thread, and ill sure pick it up.

P.S. Theres no harm in siging the petition, even if you think it won't work.... You don't even have to use proper info, if you want.

Cheers, Comp.

Open sourcing Renegade would actually make things worse, also, you kind of... forgot to link to the website.

Edit: I fixed your link for you.

Subject: Re: IMPORTANT!
Posted by Gen_Blacky on Mon, 08 Nov 2010 17:11:39 GMT
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Also it will never happen.

Subject: Re: IMPORTANT!
Posted by Tupolev TU-95 Bear on Mon, 08 Nov 2010 17:47:37 GMT
View Forum Message <> Reply to Message

Gen_Blacky wrote on Mon, 08 November 2010 17:11Also it will never happen.
Agreed. No online petition works.

Subject: Re: IMPORTANT!
Posted by Comp_uter15776 on Mon, 08 Nov 2010 18:39:30 GMT
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Well i used your link button, so obviously your links are screwed

And anyway, i have another option alternatively: I get the code and then pass it to the gaming
communities, to minimise cheating etc.

But, open sourcing it would not make it worse, as communities can upgrade the code, and sort it
all out, like removing some bugs etc. A few communities are behind me, including: my own
Comp_uter Gaming, Cloud Gaming, St0rm Gaming, Black Widow/LG-Gaming, and im going to
post a link to jelly and n00bless, as well as a few others maybe.

Oh and i have already contacted EA, about 3 days ago. They replied saying they are considering
it, and i have swung them to a more "yes" than a "no".

And like i said, even if you don't believe in it, there is no harm in signing it?

Subject: Re: IMPORTANT!
Posted by GEORGE ZIMMER on Mon, 08 Nov 2010 19:16:18 GMT
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The only people I feel who are remotely competent enough to have their hands on an open source
Renegade would be the TT development team- not the TESTERS or ANYONE else, really.

The reason being: It opens a MAJOR hole for cheaters.

Subject: Re: IMPORTANT!
Posted by Prulez on Mon, 08 Nov 2010 19:27:13 GMT
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GEORGE ZIMMER wrote on Mon, 08 November 2010 20:16The only people I feel who are remotely competent enough to have their hands on an open source Renegade would be the TT development team- not the TESTERS or ANYONE else, really.

The reason being: It opens a MAJOR hole for cheaters.
This.

Subject: Re: IMPORTANT!
Posted by R315r4z0r on Mon, 08 Nov 2010 19:30:02 GMT
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Not one single person in this community is worthy of receiving the source code for this game.

It would be the end of Renegade as we know it.

The level of cheats that could be made is such an obvious point that I don't even think I have to mention it. But that's not even the worst of it.

Everything in the game would be transformed. People would make something and believe that they have the best idea. Everything would differ from everyone else causing players to have to decide which version of the game they want to play.

It would alienate new players and split the existing players and overall just lessen the player count until there are maybe a maximum of 10-15 players total playing this game.. ever.

Bad idea.

Subject: Re: IMPORTANT!
Posted by reborn on Mon, 08 Nov 2010 19:40:55 GMT
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R315r4z0r wrote on Mon, 08 November 2010 14:30[color=crimson]Not one single person in this community is worthy of receiving the source code for this game.

You're wrong.

Subject: Re: IMPORTANT!
Posted by EvilWhiteDragon on Mon, 08 Nov 2010 19:46:20 GMT
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Comp_uter15776 wrote on Mon, 08 November 2010 19:39Well i used your link button, so obviously your links are screwed

And anyway, i have another option alternatively: I get the code and then pass it to the gaming communities, to minimise cheating etc.

But, open sourcing it would not make it worse, as communities can upgrade the code, and sort it all out, like removing some bugs etc. A few communities are behind me, including: my own Comp_uter Gaming, Cloud Gaming, St0rm Gaming, Black Widow/LG-Gaming, and im going to post a link to jelly and n00bless, as well as a few others maybe.

Oh and i have already contacted EA, about 3 days ago. They replied saying they are considering it, and i have swung them to a more "yes" than a "no".

And like i said, even if you don't believe in it, there is no harm in signing it?

Lol, if even TT can't get it done, you think you can? Trust me, it's a waste of time. Also, making Renegade completely open source would show cheaters probably about 23429075 more holes which they can exploit. Renegade has more holes than a mafia boss after a proper drive-by.

Oh, and you know the TT team has actually the larger communities behind it?

Edit:
And I forgot about the legal issues with MILES and HAVOC engines. Perhaps even more, but I'm pretty sure Renegade uses these and they're "pretty" expensive.

Subject: Re: IMPORTANT!
Posted by R315r4z0r on Mon, 08 Nov 2010 19:46:54 GMT
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reborn wrote on Mon, 08 November 2010 14:40R315r4z0r wrote on Mon, 08 November 2010 14:30[color=crimson]Not one single person in this community is worthy of receiving the source code for this game.

You're wrong.

How am I wrong?

If one person handles the software 'the right way' then it still has the adverse effects that I described.

Therefore there is no 'right way' of handling it and therefore there is no one fit to do so.

I don't want bug fixes and features and all that crap because all it will do, contrary to common opinion, is lower the player count of the game and effectively kill the game off completely.

Subject: Re: IMPORTANT!
Posted by Tiesto on Mon, 08 Nov 2010 19:47:27 GMT
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I deserve the source code tbh.

Then i can sit there, think "wtf?" then never look or use it ever again.

Subject: Re: IMPORTANT!
Posted by EvilWhiteDragon on Mon, 08 Nov 2010 19:50:41 GMT
View Forum Message <> Reply to Message

R315r4z0r wrote on Mon, 08 November 2010 20:46reborn wrote on Mon, 08 November 2010 14:40R315r4z0r wrote on Mon, 08 November 2010 14:30[color=crimson]Not one single person in this community is worthy of receiving the source code for this game.

You're wrong.

How am I wrong?

If one person handles the software 'the right way' then it still has the adverse effects that I described.

Therefore there is no 'right way' of handling it and therefore there is no one fit to do so.
Personally the TT team would be pretty much able to handle it, as with TT we only intend to fix bugs and not to change gameplay.

Subject: Re: IMPORTANT!
Posted by ChewML on Mon, 08 Nov 2010 20:16:03 GMT
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I would say give TT source code... if it meant that we would wait another 2+ years for this shit...

Subject: Re: IMPORTANT!

Posted by **a000clown** on Mon, 08 Nov 2010 22:17:44 GMT
View Forum Message <> Reply to Message

Comp_uter15776 wrote on Mon, 08 November 2010 13:39And anyway, i have another option alternatively: I get the code and then pass it to the gaming communities, to minimise cheating etc. Because you have the complete trust and confidence of the greater Renegade community... Besides... If it's going to be privately passed around that's not very open-source now is it?

Comp_uter15776 wrote on Mon, 08 November 2010 13:39A few communities are behind me, including: my own Comp_uter Gaming, Cloud Gaming, St0rm Gaming, Black Widow/LG-Gaming, and im going to post a link to jelly and n00bless, as well as a few others maybe.
Everyone who has the skill, trust and time to improve Renegade is probably already in the TT dev team, I'd assume.

Comp_uter15776 wrote on Mon, 08 November 2010 13:39Oh and i have already contacted EA, about 3 days ago. They replied saying they are considering it, and i have swung them to a more "yes" than a "no".
lol. This is just management saying "no, but we don't want to hurt your feelings" imo.

Comp_uter15776 wrote on Mon, 08 November 2010 13:39And like i said, even if you don't believe in it, there is no harm in signing it?
Unless we're against open-sourcing it.

R315r4z0r wrote on Mon, 08 November 2010 14:30Everything in the game would be transformed. People would make something and believe that they have the best idea. Everything would differ from everyone else causing players to have to decide which version of the game they want to play.

It would alienate new players and split the existing players and overall just lessen the player count until there are maybe a maximum of 10-15 players total playing this game.. ever.

Bad idea.
You mean like Reborn, APB and the others I can't remember? Not to mention Renegade-X too.
Choice is good imo.
The vast majority of players never look beyond the stock gameplay anyways.

EvilWhiteDragon wrote on Mon, 08 November 2010 14:50Personally the TT team would be pretty much able to handle it, as with TT we only intend to fix bugs and not to change gameplay.
I agree with you that the TT team is very much capable, however, imo I think there's too much politics involved. Just look at the huge debates still going on about the pointsfix, the ladder, what files to (dis)allow in reference to what's considered "cheats" vs common modifications (like custom huds or skins), etc.

Subject: Re: IMPORTANT!
Posted by **EvilWhiteDragon** on Mon, 08 Nov 2010 22:32:01 GMT
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- Pointfix is optional.
- The ladder is a project that was started way before TT, and is not directly related to the technical staff. I'm pretty sure it won't be implemented in 4.0.
- What files are allowed is configurable by the server owner so this is not debated.

Subject: Re: IMPORTANT!
Posted by Altzan on Mon, 08 Nov 2010 22:50:27 GMT
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With some exceptions, the game is fine the way it is. We don't need to change it.

Subject: Re: IMPORTANT!
Posted by Omar007 on Mon, 08 Nov 2010 22:51:21 GMT
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I'd say it would be awesome to see/have the Renegade source.
Sadly as others already stated; cheats and cheaters.

I won't sign the petition on yes or no as both sides are my choice due to the above.

I do wonder what will happen if
Quote:They replied saying they are considering it, and i have swung them to a more "yes" than a "no".
is really true.. I'm a bit afraid they just wanted to get this over with asap

---

Subject: Re: IMPORTANT!
Posted by R315r4z0r on Mon, 08 Nov 2010 23:02:46 GMT
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a000clown wrote on Mon, 08 November 2010 17:17
R315r4z0r wrote on Mon, 08 November 2010 14:30Everything in the game would be transformed. People would make something and believe that they have the best idea. Everything would differ from everyone else causing players to have to decide which version of the game they want to play.

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Bad idea.
You mean like Reborn, APB and the others I can't remember? Not to mention Renegade-X too. Choice is good imo.
The vast majority of players never look beyond the stock gameplay anyways.
No, not like them. Those are new ways to play the old game. I just want to play the old game.

I spent money on this game and I want to be able to play it the way it is. I don't want to have to download 5 different versions of the same game just so I can play on different servers.

Subject: Re: IMPORTANT!
Posted by HaTe on Tue, 09 Nov 2010 02:00:55 GMT
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I would be all for the idea if there was a way to permanently stop all cheating first. Renegade already has enough hidden cheaters and banned players at is....it'd be a mods hell hole if Renegade were open-sourced.

Subject: Re: IMPORTANT!
Posted by Crimson on Tue, 09 Nov 2010 06:10:25 GMT
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As was mentioned before, EA can NOT legally open-source Renegade because of licensing issues with third-party libraries. You do not want it open-sourced also, because it will expose the dozens of holes in the code and it will be the end of Renegade unless the holes can be patched faster than the players leave the game because of all the server crashing and cheating.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Gen_Blacky on Tue, 09 Nov 2010 07:05:02 GMT
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Here is an old petition that went no where. I signed this one a few years ago.
http://www.petitiononline.com/0tu1waj8/petition.html

Subject: Re: IMPORTANT!
Posted by reborn on Tue, 09 Nov 2010 09:41:15 GMT
View Forum Message <> Reply to Message

R315r4z0r wrote on Mon, 08 November 2010 14:46How am I wrong?

You said:

R315r4z0r wrote on Mon, 08 November 2010 14:30[color=crimson]Not one single person in this community is worthy of receiving the source code for this game.

This statement is incorrect, therefore you are wrong.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by halo2pac on Tue, 09 Nov 2010 19:05:42 GMT
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How bout sign a petition to release he source to john will not some noob hackers.... it would be a playing field for 0x09.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by jonwil on Tue, 09 Nov 2010 22:21:56 GMT
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I can tell you right now that open sourcing renegade to just anyone would kill the game dead.

The only people who should have the source code are those who would be trustworthy enough to use it for good and not evil.
People like Tiberan Technologies.

Also, I seriously doubt EA is actually going to consider open sourcing anything given all the 3rd party libraries that Renegade is using (which EA cant release)

Subject: Re: sign my petition to EA to open-source Renegade
Posted by liquidv2 on Tue, 09 Nov 2010 23:35:39 GMT
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i would feel insulted if you went to EA with this
is it even possible for them to think less of us?

Subject: Re: IMPORTANT!
Posted by R315r4z0r on Tue, 09 Nov 2010 23:43:44 GMT
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reborn wrote on Tue, 09 November 2010 04:41R315r4z0r wrote on Mon, 08 November 2010 14:46How am I wrong?

You said:

R315r4z0r wrote on Mon, 08 November 2010 14:30[color=crimson]Not one single person in this community is worthy of receiving the source code for this game.

This statement is incorrect, therefore you are wrong.
But how is it incorrect?

There is no right way to handle the source code. If ANYONE gets it, regardless of if their intentions are good or not, the game will die.

That is why no one is worthy of handling the source code. Not you, not me, not even TT (rhyme not intended).

It's not about trust. The fact that cheaters would become a bigger nuance is the least of the problems that would arise.

People would constantly be trying to "improve" the game in ways that they feel the game should be improved. They will make patches to fix some bugs that may or may not actually be bugs. They will add things to the game, remove things from the game. It would be chaotic.

As a result, everyone would leave the main community and split into different factions who support different versions of the game. However, since each group would be substantially less than the collective community, matches would be smaller and people would eventually get bored of the game and leave. Thus, Renegade's life will finally come to an end.

Subject: Re: IMPORTANT!
Posted by Dover on Tue, 09 Nov 2010 23:51:15 GMT
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R315r4z0r wrote on Tue, 09 November 2010 15:43reborn wrote on Tue, 09 November 2010 04:41R315r4z0r wrote on Mon, 08 November 2010 14:46How am I wrong?

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File Attachments
1) tinfoilhat.jpg, downloaded 1342 times

Subject: Re: sign my petition to EA to open-source Renegade
Posted by R315r4z0r on Wed, 10 Nov 2010 00:09:51 GMT
View Forum Message <> Reply to Message

Indeed!

Subject: Re: sign my petition to EA to open-source Renegade
Posted by jonwil on Wed, 10 Nov 2010 00:51:07 GMT
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If TT had the source code, we would only use it for the benefit of the entire renegade community.

TT would NOT remove a thing from Renegade as it is now, nor would we alter the gameplay of renegade in any way.
We would add a LOT of things for modders to use (new physics types, new building types, new object types, new options for existing building/object types) but nothing would affect stock renegade.

Any new features we add that could impact standard renegade would be added via optional keywords in server.ini or elsewhere (just like we have done with a few new options in 4.0)

We have gone to great lengths with scripts 4.0 to make sure we DON'T break standard renegade. Every bug we have fixed is a genuine bug where its clear from the way the old code is written that its not intended to work that way.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by jonwil on Wed, 10 Nov 2010 02:08:08 GMT
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I should add that where we HAVE made changes that affect normal renegade, they have all been changes that no-one except bad guys (cheaters etc) would have a reason to disagree with.

For example, we fixed a number of places where it is possible to send malformed/bad/malicious packets to renegade and crash the server (or carry out a denial-of-service-attack on the server)

We also made code changes to 4.0 to make certain cheats in popular anti-cheating programs no longer work (by changing the way certain code works so that its harder to exploit)

Some people may complain about us fixing bugs in ways that change the gameplay. Specifically people may want to complain about us fixing the bug in the damage calculation that made it possible to shoot certain vehicles with certain weapons where little-to-no damage was done but where points were gained that should not have been (i.e. "pointsfix").

During the beta cycle of 4.0 we will take feedback from server owners and add options to disable these features as necessary to gain "buy-in" from the server owner community (I say server owners here because they are the ones that will be deciding whether to enable or disable the various optional features of 4.0 including the file-hash anti-cheat)

Subject: Re: sign my petition to EA to open-source Renegade
Posted by R315r4z0r on Wed, 10 Nov 2010 02:16:57 GMT
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The only thing that I think the source code should be used for is preventing cheaters.

Nothing more.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Gen_Blacky on Wed, 10 Nov 2010 03:02:22 GMT
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Even TT is not trust worthy enough to handle the source code tbh. Even though this group of people have created many wonderful things over the years for renegade like anticheat and bug fixs. How do we know that this group of people wouldn't take advantage of such things. We don't so logically the best answer is for no one to have the source.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by **jonwil** on Wed, 10 Nov 2010 06:02:15 GMT
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TT already has the skills to exploit Renegade if we wanted to. We can reverse engineer any part of the game. (and in fact have reverse engineered large chunks of it for 4.0 to fix bugs, remove hacks, block cheats, add new features for modders and generall make Renegade a better game)

Also, if EA DID give out the source (under NDA most likely) they would have rules attached to it. The NDA/license would likely contain rules about not using the source for malicious/bad purposes with penalties for doing so.

In any case it doesnt really matter as its unlikely EA even knows where the source IS at this point (or where it went after they shut down the Westwood development shop in Vegas). And if they DID have it, they would never give it out since it contains far too many 3rd party libraries.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by **EvilWhiteDragon** on Wed, 10 Nov 2010 07:54:01 GMT
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Gen_Blacky wrote on Wed, 10 November 2010 04:02Even TT is not trust worthy enough to handle the source code tbh. Even though this group of people have created many wonderful things over the years for renegade like anticheat and bug fixs. How do we know that this group of people wouldn't take advantage of such things. We don't so logically the best answer is for no one to have the source.
You do not seem to understand that TT doesn't NEED the sourcecode for it to do it's job. It just makes the TT job a whole lot easier than with reverse-engineering. I also think you don't have enough faith.

Subject: Re: IMPORTANT!
Posted by **reborn** on Wed, 10 Nov 2010 08:13:55 GMT
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R315r4z0r wrote on Tue, 09 November 2010 18:43reborn wrote on Tue, 09 November 2010 04:41
R315r4z0r wrote on Mon, 08 November 2010 14:46
How am I wrong?

You said:
R315r4z0r wrote on Mon, 08 November 2010 14:30
Not one single person in this community is worthy of receiving the source code for this game.

This statement is incorrect, therefore you are wrong.

But how is it incorrect?

It's incorrect because there is at least One person who is worthy of receiving the source code to renegade.
You have formed your statement based on insufficient knowledge, and have come to an incorrect conclusion.

I am not going to pretend that I am worthy of receiving the source code, but I do know enough to know that your statement is incorrect, and so are your reasons to coming to the conclusion that you did.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Goztow on Wed, 10 Nov 2010 08:22:02 GMT
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It's better not to release it at all. It's not because you can trust a person today that you can trust him tomorrow. We've had enough examples.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Gen_Blacky on Wed, 10 Nov 2010 09:32:32 GMT
View Forum Message <> Reply to Message

EvilWhiteDragon wrote on Wed, 10 November 2010 01:54Gen_Blacky wrote on Wed, 10 November 2010 04:02Even TT is not trust worthy enough to handle the source code tbh. Even though this group of people have created many wonderful things over the years for renegade like anticheat and bug fixs. How do we know that this group of people wouldn't take advantage of such things. We don't so logically the best answer is for no one to have the source.
You do not seem to understand that TT doesn't NEED the sourcecode for it to do it's job. It just makes the TT job a whole lot easier than with reverse-engineering. I also think you don't have enough faith.

I do understand that you do not need the source code you guys proved that long ago. You guys are basically exploiting renegade to make it better. Im not saying TT couldn't be trusted with the

source. I was just using tt as an example to explain my argument.

Also do you think ea would ever show snippets of code from the source of certain features that tt was interested in excluding all 3rd party code. Im sure ea doesn't give a crap but have you ever asked for examples how something may work.

Goztow wrote on Wed, 10 November 2010 02:22It's better not to release it at all. It's not because you can trust a person today that you can trust him tomorrow. We've had enough examples.

This ^

Subject: Re: IMPORTANT!
Posted by R315r4z0r on Wed, 10 Nov 2010 17:07:20 GMT
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You have formed your statement based on insufficient knowledge, and have come to an incorrect conclusion.

I am not going to pretend that I am worthy of receiving the source code, but I do know enough to know that your statement is incorrect, and so are your reasons to coming to the conclusion that you did.
Even apart from the reason I gave before, I also happen to think that no one is trust worthy enough in this community to handel it. The only type of person I would trust with the source code is someone to take it and hide it away from everyone else. That's the only person that can be trusted with it. But, like I said, once the code is in the community, everyone will be trying to "improve" the game. That means to change it from what it is.

No one will recieve the source code and do NOTHING with it. If someone got it, they will try what they believe is "improving" and that will ruin the game.

I don't mean to say that there is no one in the community who can make quality adjustments to the game, to the contrary. I don't want their crap in this game regardless of the bugs they fix or the problems they remove.

I'm trying to say that anyone who attempts to do so will effectively be assisting in killing off this community. Why? Because not everyone will agree with what is being changed. There will be multiple modifications splitting this game apart and that means less people will be playing together with one another. Eventually, people will get bored and leave.

Just leave the game as it is right now. There is no need to change it.

Subject: Re: IMPORTANT!
Posted by Zion on Wed, 10 Nov 2010 18:04:05 GMT
View Forum Message <> Reply to Message

CarrierII wrote on Mon, 08 November 2010 17:06Comp_uter15776 wrote on Mon, 08 November 2010 16:35please visit and sign up. It is a petition to persuade EA to make Renegade open source. If you would like more info please reply to this thread, and ill sure pick it up.

P.S. Theres no harm in siging the petition, even if you think it won't work.... You don't even have to use proper info, if you want.

Cheers, Comp.

Open sourcing Renegade would actually make things worse, also, you kind of... forgot to link to the website.

Edit: I fixed your link for you.

Funny.dat, because the link returns a 404...

Subject: Re: sign my petition to EA to open-source Renegade
Posted by F1r3st0rm on Wed, 10 Nov 2010 18:53:26 GMT
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haha OP is just a troll, he doesn't care what you all think.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by trooprm02 on Wed, 10 Nov 2010 20:43:03 GMT
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from 2003 lol, close to 3000 signatures:

http://www.petitiononline.com/ren2/petition.html

Subject: Re: sign my petition to EA to open-source Renegade
Posted by BlueThen on Wed, 10 Nov 2010 22:04:32 GMT
View Forum Message <> Reply to Message

Petitions don't do shit.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Starbuzzz on Wed, 10 Nov 2010 22:16:41 GMT
View Forum Message <> Reply to Message

trooprm02 wrote on Wed, 10 November 2010 14:43from 2003 lol, close to 3000 signatures:

http://www.petitiononline.com/ren2/petition.html

just 2996 sigs!

they won't be making any REAL money with just 3000 customers lol assuming they sold the game at $49 per box.

Subject: Re: IMPORTANT!
Posted by reborn on Thu, 11 Nov 2010 11:11:00 GMT
View Forum Message <> Reply to Message

R315r4z0r wrote on Wed, 10 November 2010 12:07There will be multiple modifications splitting this game apart [/color]

You've changed your arguement from "There is no one person who should be given the source" to "The community should not be given the source". I do not see how I can continue to debate the point, when you've just changed it.

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!

Subject: Re: IMPORTANT!
Posted by R315r4z0r on Fri, 12 Nov 2010 19:56:50 GMT
View Forum Message <> Reply to Message

reborn wrote on Thu, 11 November 2010 06:11R315r4z0r wrote on Wed, 10 November 2010 12:07There will be multiple modifications splitting this game apart [/color]

You've changed your arguement from "There is no one person who should be given the source" to "The community should not be given the source". I do not see how I can continue to debate the

point, when you've just changed it.
..?

I haven't changed anything...?

Both those statements are the same thing...

And you have yet to start a debate on the argument... so what you would be continuing is new to me... All you have been saying so far is 'you are wrong, I am right, deal with it.'

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Crimson on Sat, 13 Nov 2010 07:31:19 GMT
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Those aren't even close to the same thing. Giving the source (or parts thereof) to a single person or small group is not the same as giving it "the community" which implies completely open-sourcing it.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Altzan on Sat, 13 Nov 2010 17:18:36 GMT
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While it seems logical or reasonable that those things will happen no matter who the source is given to, it's not correct, nor fair, to say with conviction that the source will ruin Renegade no matter who it's given to. I am willing to bet that at least one TT member or forum-goer has the will and responsibility to handle the code justly.

Of course, I also believe it shouldn't be released at all.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by R315r4z0r on Sat, 13 Nov 2010 21:33:23 GMT
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Crimson wrote on Sat, 13 November 2010 02:31Those aren't even close to the same thing. Giving the source (or parts thereof) to a single person or small group is not the same as giving it "the community" which implies completely open-sourcing it.
It is the same thing, depending on which one you read first.

If I had said "giving it to the community is bad" first and then I said "give it to one single person is bad" second, then they would be different arguments.

But "any one person" is obviously going to be a member of the community. And since I said basically 'no one in the community should have it' it can also be said that 'the community doesn't deserve to have it.'

If one person can't have it, then that goes for everyone in the community. That's why both statements mean the same thing.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by bmr_71 on Tue, 16 Nov 2010 15:18:44 GMT
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lol

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Rocko on Sun, 21 Nov 2010 08:08:06 GMT
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0x90 is the only person i trust with the source code

Subject: Re: sign my petition to EA to open-source Renegade
Posted by saberhawk on Sun, 21 Nov 2010 09:34:02 GMT
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Rocko wrote on Sun, 21 November 2010 03:080x90 is the only person i trust with the source code

He won't do anything with it.

Toggle Spoiler(0x90 == x86 opcode for NOP ie do nothing)

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Sir Kane on Sun, 21 Nov 2010 15:03:08 GMT
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(Not funny)

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Comp_uter15776 on Fri, 28 Feb 2025 20:21:31 GMT
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Looks like we're back in business boys! It only took them 15 years; totally a result of the change.org petition naturally /s

Sorry for the necro :biggrin: it's great to see you all again.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Starbuzz on Fri, 28 Feb 2025 21:38:21 GMT
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best bump ever.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Nightma12 on Fri, 28 Feb 2025 23:57:20 GMT
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Starbuzz wrote on Fri, 28 February 2025 14:38best bump ever.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Xylaquin on Sat, 01 Mar 2025 10:02:34 GMT
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jonwil wrote on Tue, 09 November 2010 22:21I can tell you right now that open sourcing renegade to just anyone would kill the game dead.

The only people who should have the source code are those who would be trustworthy enough to use it for good and not evil.

RenGuard suddenly became very relevant again

Subject: Re: sign my petition to EA to open-source Renegade
Posted by jonwil on Sat, 01 Mar 2025 11:13:37 GMT
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Things have changed a LOT since 2010. The OG renegade source code being open source is much less of a problem now because of the TT patch (which isn't open source) and its various anti-cheat systems.

Subject: Re: IMPORTANT!
Posted by Unstoppable on Thu, 06 Mar 2025 14:08:27 GMT

Gen_Blacky wrote on Mon, 08 November 2010 19:11Also it will never happen.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by indios on Sun, 06 Apr 2025 00:22:14 GMT

jonwil wrote on Sat, 01 March 2025 04:13Things have changed a LOT since 2010. The OG renegade source code being open source is much less of a problem now because of the TT patch (which isn't open source) and its various anti-cheat systems.

after all the titanig work you and the other guys have done over the years.. does this sourse code added rally iportant stuf to the table or most if not all of worth you have already reverse ingeniering by now?

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Jerad2142 on Wed, 16 Apr 2025 17:30:43 GMT

indios wrote on Sat, 05 April 2025 18:22jonwil wrote on Sat, 01 March 2025 04:13Things have changed a LOT since 2010. The OG renegade source code being open source is much less of a problem now because of the TT patch (which isn't open source) and its various anti-cheat systems.

after all the titanig work you and the other guys have done over the years.. does this sourse code added rally iportant stuf to the table or most if not all of worth you have already reverse ingeniering by now?
It WOULD if it wasn't for the fact we can't use any of it, if we use it we have to go open source, which will just open everything to the world of easy cheating, so alas it does TT team itself no benifit.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Tunaman on Tue, 22 Apr 2025 22:40:46 GMT

I've seen that logic before. But technically, isn't all of TT code a derivative work already? Albeit a derivative work of the version of the game that wasn't GPL licensed.
Given how high profile the TT patches are, I'm assuming that some sort of permission was granted to distribute them.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by iRANian on Tue, 29 Apr 2025 00:03:26 GMT
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They were gifted the parts of the original Renegade source code around 2009 by Apoc. And they RE'd most of the other code.

No one can tell if they use the GPL'd source code or not, if they just rename some things inside the fuctions (e.g. variables) and use slightly different control statements no one can tell if it's RE'd code or GPL code.

It's stupid to act as if it's a real issue.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Tunaman on Wed, 30 Apr 2025 15:43:51 GMT
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That makes sense about the gifting of the code ~2009. Some portions of the scripts code are near identical to the source.

Subject: Re: sign my petition to EA to open-source Renegade
Posted by Jerad2142 on Thu, 01 May 2025 20:19:26 GMT
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iRANian wrote on Mon, 28 April 2025 18:03They were gifted the parts of the original Renegade source code around 2009 by Apoc. And they RE'd most of the other code.

No one can tell if they use the GPL'd source code or not, if they just rename some things inside the fuctions (e.g. variables) and use slightly different control statements no one can tell if it's RE'd code or GPL code.

It's stupid to act as if it's a real issue.
I mean, we already had a leak once, so if it happened again and there was GPL'd code from the open source release then it'd be super easy to prove at that point.

Even ignoring that I believe over the years they have used disassembly that is close enough to the original code to justify reason to aquire private source code bases (not EA just in general).