

Runescape Developer Shuts Down HD Fan Mod Just before Release, Sparking In-game Protest

Jagex was approached by the mod's creator, who claims to have spent 2,000 hours in the past two years making Runelite HD.

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Runescape developer Jagex has put a stop to Runelite HD, a fan-made HD mod for the popular open-source client for Old School Runescape, just when the project was set to launch on Monday. last man standing osrs The 11th-hour move has some Runescape players expressing displeasure at Jagex's decision and stating they'll be switching to other MMOs.

Reddit user "117", Runelite HD developer shared the message that he received from Jagex on Tuesday. Jagex later confirmed the message via an article on its blog. Runelite HD operates as a plugin that would give an extensive visual improvement to the base Runescape, as can be seen on 117's Twitter. The moderator said that Runelite HD has been in development for about 2,000 hours in the past two years.

"Yesterday we reached out to the developers of the well-known HD projects and we asked them to stop developing their projects, because this is a project that we are investigating directly," Jagex stated.

Runelite HD Screenshots

Jagex wrote to 117 that their work on the development of an HD version of Old School Runescape was "still very still in the exploratory stages" however, it was "very much progress."

"Naturally this means that any fan-led project that seeks to change the how Old School RuneScape appears is in opposition to our plans," Jagex wrote to 117. "We believe it's vital that Old School appears consistent and we want to ensure that our official changes are the only ones. I hope that the news that Jagex and the Old School team are tackling this project with a seriousness is something that excites you even though it could mean that we need to gently ask you to shut down your personal project."

117 said that they offered Jagex a solution in the form of the project being removed once Jagex had released their own and also giving Jagex "collaborative control" over Runelite

HD's visual style.

"They rejected the project outright," 117 said. "I am beyond dissatisfied and disappointed with Jagex, and I am so very sorry that after this long process, I'm not able to share this project with you.

117's mod doesn't seem to go against Jagex's guidelines for third-party players. However, the Runescape developer says it is changing the guidelines next week to include references to projects that could affect the look and feel of the game.

Original Runelite developer Adam1210 posted his opinions on Reddit, saying that allowing Runelite HD to continue would be a net benefit for future updates made by Jagex.

"I also strongly oppose adding it to the "third party guidelines,"" Adam1210 said. "Most of these guidelines attempt to define where the line between quality of life and cheating is, and I believe that most people agree the current guidelines are a good illustration of that, and it can help maintain the integrity of the game. However there is no unfair advantage to better graphics and it only affects you when you enable it. This is a misuse of guidelines. Overall, this is a huge loss for everyone involved and Jagex should reconsider."

Some players of the Runelite HD project have taken to a town square in Falador, a capital city of one of Runescape's main kingdoms, to hold protests similar to the protest that World of Warcraft players held in July. The video shows players posting text messages in support of Jagex and using hashtags such as #Free117. Another video shows players "marching around" outside Falador Square.

It is not known how long Jagex was aware of 117's Runelite HD Project.

PC Gamer has reached out to Jagex PR for comment regarding the matter but have not received a response by the publishing time.

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