
Subject: Re: Introducing Tiberian Technologies!
Posted by [Crimson](#) on Sun, 22 Jun 2008 03:56:58 GMT
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luv2pb wrote on Sat, 21 June 2008 18:13
18:27EvilWhiteDragon wrote on Sun, 22 June 2008 00:02
23:53Goztow wrote on Sat, 21 June 2008 17:41
Clown wrote on Sat, 21 June 2008 17:41
luv2pb, I hope that this patch will be backwards compatible with the normal Renegade. What I mean is that both people with and without the patch should be able to join a server but only people with the patch get the new fixes. A bit like RR is now, so I do think it is possible .

I disagree. I think the best way for this to work is not allowing the player to connect to XWIS without the patch, and for that we need EA to support us officially.

If all goes well this would be send to EVERYONE playing renegade. Or at the least, all XWIS players.

What Luv2 and me mean is that during beta stage, you'll have players with and without this patch. From what I know from Crim and from reading all this it isn't backwards compatible. So I'm back to my original question. How are you going to get the full support you need from the community for EA to support this?

We've gone through a few options but I believe we'll be creating a sort of test environment with test servers and schedule events around playing on these other servers so that bugs can be found and worked out. I know I'm not the only one who runs more than one server so one can be temporarily donated to this project and mobilized and motivated testers can run our fixes through the wringer and try to find any bugs that need to be addressed.
