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Subject: To Clarify..

Posted by [trooprm02](#) on Fri, 01 Aug 2008 15:02:37 GMT

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Ok, so I read over all the new topics started on this section and it seems that many more idea's and fixes has been added to their plate so we can only assume that the patch will take longer to release but thats fine with me.

So, will fixes be added to Skirmish? Like how old it takes the pt to exit, the 75hp->100hp refill bug and stuff like that? Or will the non-online stuff be skipped?

My next questions relate to things we currently have and use now and how they will change:

1)With all these new server side features, will you guys have to release a new version of the fds? Or will this be done through a addon patch for the current 1.037 fds?

2)If renguard will become redundant because of TT built in anticheat, will TT still be able to scan for lan exploit, block objects.ddb (easier), block w3d models, and block sound and stealth skins?

3)What role will biatch play once TT anticheat is released?

4)Will current bots like BR and NR need updates? Or will they continue to work the same?

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