Subject: Re: Quit fixing stuff that no one wants you to fix
Posted by EvilWhiteDragon on Mon, 11 Aug 2008 12:55:06 GMT
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liquidv2 wrote on Mon, 11 August 2008 06:17jonwil wrote on Sun, 10 August 2008 19:16If something can be identified as a bug in renegade, I for one intend to do everything I can to get it fixed, even if its not necessarily all that big.

that's fine, but does that mean i am forced to play with your changes? it's like you've made the decision for me with me having no say in it, and that doesn't seem fair at all
If EA agrees with out reasoning, then YES you will have to play with OUR patches, and NO you can't do a thing about them when EA approves. Then it would be just like any other patch released by Westwood/EA.

You should look at TT as a project group created by fans, but supported by EA. Because of this support, this project group is getting close to the original dev team status. Of course, we don't have access to the source, but many things are fixable thanks to our highly skilled coders. Those highly skilled coders are not easy to find, and you should actually be thankful that these coders are willing to invest their time in a "useless" project as Renegade, while at the same time they could make loads of money by working for a company.

Please release that these coders are doing their very best to "read" the RenegadeBible, the Renegade source. While this is encrypted (compiled machine code) it is readable, but it is also a tremendous task to undertake. They want to use the stuff they've read and deciphered to get a better understanding of how Renegade was supposed to work. And in doing this, they will at the same time try to keep everything as much as is as possible, while fixing stuff that seems flawed, particularly when you look at the ReneBible.