## Subject: Re: War Factory glitch
Posted by EvilWhiteDragon on Fri, 20 Mar 2009 15:37:09 GMT

Hitman wrote on Fri, 20 March 2009 16:25Di3HardNL wrote on Fri, 20 March 2009 00:44Hitman wrote on Thu, 19 March 2009 10:11glad to see something actually 'already have been fixed' instead of WE'LL ADD IT TO THE TO DO LIST!11

Have some patience twat. Otherwise go fix everything yourself if you think the development isn't going fast enough. moron
it has been nearly a year since it was announced and we have yet to see a sign of progress or anything at all showing how the progress is going on this patch lol...i just think the makers of the patch dont want to tell a releasedate(even after announcing it nearly a year ago) since they know they'll probably fail anyways...
why dont u sign up on their team Di3HardNoLife? Im sure if you actually did something valuable with your time(make me this patch LOL) instead of making your retarded skins and giving em to all your youtube suscribers?

time well spent man
You know, rewriting mayor parts of renegade netcode, physics and graphics are quite a lot of work. Believe me when I say that some changes will amaze a lot of people.
In any case, renelag and typical renebugs like bluehell will very likely be fixed/reduced greatly.

But, if you think you can do better, none is keeping you? Download Visual Studio 2008 and the scripts.dll source and get to it!

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