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Subject: Re: almost 1 year

Posted by [Reaver11](#) on Wed, 06 May 2009 17:27:25 GMT

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I think that is just the point in order to get TT through the auto-patcher from EA they will have to make something very good. Which of course will take up a lot of time.

And patching Renegade without the source code is a hard job so I really respect what TT is doing.

However the only thing I'm wondering is what will be in the patch? What will be changed?

Therefore I can really understand Blue4Bels statement. Tbh I think resource downloader, widescreen support, nice Logitech keyboard counters, launching Renegade through steam or whatsoever are secondary. I'm not saying it is bad that TT fixes these but don't go in over feature mode.

On the other hand I don't think only releasing anti-cheat as a patch is a smart thing to do.

Apart from the engine fixes, net code fixes, anti-cheat (these are the main issues which I really want to see fixed) there are other things of interest. Like the high quality weapon models for the 3rd person view. Or the extra vehicle shells/wrecks (for the artillery, stank etc I believe Diehard was working on those [since now the vehicle shell/wreck function is unbalanced]). Or fixing the gdi/nod logos on the tanks. Ravenshaws shadowmesh. Are things like this going to be fixed/added???

The only thing I cannot understand is why do serverowners get permission to block certain skins? I mean if the pure server mode would make sure that a client will only load out of his always.dat then that would be perfect. Besides the pure server you should have a standard mode where all skins are allowed. (I think most of the shooters out today have a pure mode and a standard mode).

Example: As a start up skinner you have just made a good looking skin set for the gdi tanks but the server owner doesn't want the medtank to be modded. That will render your skinset useless, since the medtank won't fit in.

I do have to say that modelmods are something completely different since changing some things could really give you an advantage. But still I do not think server owners should have the right to allow/block certain mods.

I do not say my story about allow/blocking certain models/skins is bullet proof. See it as a note of concern regarding that issue. Since if you have made errors in this unconventional system it could be a nail in the coffin for startup skinner/modders.

All in all I have to say TT is doing a good job. I really respect what you guys are doing. I hope you can really release a good patch that will allow Renegade to be playable for years to come.

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