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Subject: Re: 1 year to the day

Posted by [StealthEye](#) on Wed, 24 Jun 2009 20:30:59 GMT

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One of the things Reborn did wrong was giving a few release dates that were not met or with disappointing results (wasn't there a very buggy release in 2003 or something?). This is actually one of the reasons why we don't provide a release estimates: it's too hard to estimate and a faulty one risks a incomplete/buggy release if the deadline is met under pressure, or disappointment if it is delayed.

There's also reasons for not posting many updates. First it takes time, organization and a lot of communication. These are actually causing trouble since we have people from all over the world in different timezones. Then another problem is functionality that is not done yet, and may change depending on how hard it is to finish. For example details about the resource downloader, which changed quite drastically a few times already. I feel it's better to give no info than to provide info about things that may be changed or not supported at all in the final version.

Things that will definitely exist in the final version can be mentioned here, but I think most TT members think they can better spend their time on coding than filtering the info that is unlikely to change and post about it.

If you want a very, very brief overview on progress and what's being worked on: most smaller things (bugfixes, small features) have been completed (popular saying is 80% of the features take 20% of the time...). The things that are still being worked on now are big features such as anti cheat (I'm not working on this part currently so I don't know the details) and the resource downloader (very basic functionality works currently, which happened to be much harder than I had expected. It still needs a lot of tweaking such as picking the correct files to send and functions to manage this, not to mention error handling if downloads fail and UI stuff such as informing the user that the map is downloading and solving some synchronization issues). Apart from that there's always newly introduced bugs by our own changes; this is normal in software engineering, but even more because we do not have the source code, and therefore a lot of functions happen to do just a little more or less than you would expect. These wrong expectations are one of the main causes for bugs.

I hope that's enough info for now; I realize I've spent quite some time on this post already (proving my point... ). I also hope that it gives a better understanding on my view on the limited information and updates. Note that it's my view though, I have not discussed this with other TT members (that is, other than in discussions about whether to post more updates or not), they possibly have other views or reasons.

[edit]

If you want more info based on stats (which I can easily fetch and post without thinking about whether I can&should post it or not ), TT contains over 300000 lines (I thought a previous count showed 5M actually, not sure why my number today is a lot smaller... either number has to be wrong ) divided over ~1300 .cpp&.h files, in total about 11MB of pure code. There's a few commits (code changes that are considered stable and shared with all other developers) every day, as an indication, we had 30 commits last week, excluding the work on the resource manager since that is worked on using a different branch since it's not stable enough to be in the main branch atm.

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