
Subject: Re: Time

Posted by [EvilWhiteDragon](#) on Thu, 13 Aug 2009 09:12:53 GMT

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raven wrote on Wed, 12 August 2009 18:24CarrierII wrote on Wed, 12 August 2009 09:30Crimson is probably the only member affected by the split, and she is only PR, so if anything, it explains why there are no updates.

It's not like there were any updates before the split anyways.. lol
QFT unfortunately. But one has to understand that there are major technical issues being worked on, which are not exactly exciting to read about

nikki6ixx wrote on Wed, 12 August 2009 20:55The big problem here is that TT is indirectly competing with Renegade-X. The Ren-X team has been incredibly forthcoming about what they're doing, and what they intend to do, as well as constant updates and communication with people within the community. Contrast that with TT's policy of keeping things on the Deee-El, and general lack of updates when compared to Ren-X, and you get impatience.

It's not exactly policy, tbh there is no real policy on anything, except that whatever you commit to svn should be tested and should (appear to) work.

Goztow wrote on Thu, 13 August 2009 08:25Then again: posting about code isn't really an appealing sight either, compared to the screenshots RenX can post. IMO it's time to start wrapping up what's done and forget about what's not done for the moment. I understand this is difficult, though, due to elements not being separated from each other.
Because of the many rewrites (reverse engineering of asm code) and stuff it's rather hard to just release it like that. While it *might* be a little bit faster, it will then also create new bugs which could cause an even faster player decrease.
