Subject: Re: off topic
Posted by Crimson on Mon, 17 Aug 2009 04:10:17 GMT
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A n00bstories "split" is a really bad term to use. In truth, a very small percentage of the players stole my server nickname for my marathon server and put their own anti-NS server up (LOL), Jelly refuses to even respond to me to tell me that he let them have it (real classy). Our player count dropped (on average) 1-2% compared to the month before that but has since recovered and actually increased. We have retrained a few awesome new staff members to replaced the mods that left and now we have another new server up in another awesome game and we're only a couple of weeks away from a whole new website rebuilt from scratch.

Furthermore, n00bstories donated $200 to the RGCT for prizes and much more is on the way.

As for TT, whenever the guys give me something that you guys will understand, I post it. Rebuilding an outdated game engine doesn't provide much in the way of eye candy. We're trying to keep Renegade the way it was intended to be played without making drastic changes so that it can be a seamless (but awesome) migration.

By design, TT can not possibly split the community in half the way that remaking the game as a mod on another engine would if it came out. Our patch HAS to be an all-or-nothing proposition. If EA makes the patch official, they will only do so if the community is on board with it. It has to be iron-clad. Now, we don't want all our hard work to go to waste, so once we have something we can start beta testing with the players, your feedback will allow us to tweak the patch and fix any bugs that might come up to make you happy, because if you're not happy, it can't come out. Hence, by design, it can't kill the community because it won't come out unless you like it.