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Subject: Re: Time

Posted by [Crimson](#) on Mon, 17 Aug 2009 04:21:21 GMT

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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 Rebuilding an outdated game engine doesn't provide much in the way of eye candy.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.

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