So, I went to the team and said "Hey guys, please give me something I can send out for an update" and instead they gave me their tentative date to start a private beta test. SVN commit #2210 of code has just been processed, and the todo list is shrinking rapidly. Most recently, we have been fixing and updating the WOL code since none of the links work and registration via XWIS isn't exactly user-friendly to new players.

Just a reminder, TT's patch is a comprehensive "Fix a lot of stuff" type of project. It's hard to summarize what we're doing into one category. Our goal is to make Renegade into what Westwood Studios would have done if they had unlimited resources, time, and money.

As for the ladder, Spoony and I are tweaking a new idea that I had and hopefully we'll have something to show you on that soon.