EvilWhiteDragon wrote on Wed, 16 September 2009 08:51What's going on is that currently Sir_Kane is working on the resource manager, StealthEye is making sure that all BIATCH anti-cheat measures are implemented in TT, Ghostshaw is (I think) working on/designing the client side anti-cheat measures, Jonwill is working on removing all dirty ASM hacks and reverse engineering all parts he needs to do that, fixing bugs in the progress and Saberhawk is more like Shaderhawk and working on shiny stuff.

From what I know about progress:
Sir_Kane: pretty advanced in his resource manager
StealthEye: near finished, but looking at anti-ROF measures
Jonwill: I think he removed the last dirty ASM hack yesterday
GhostShaw: I think the design is done for a while, but there are discussions on how it exactly should be implemented
Saberhawk: Unsure, but the shinys won't delay TT in any way so that shouldn't matter too much.

In addition to this, I just heard that there's a milestone planned on Friday.
The milestone will mean that all stuf that has been reverse engineered/fixed/changed should be stable. It also means that renegade should no longer have problems with UAC. When this is done Saberhawk will try to have important shaber bits working/fixed by monday.

After this most resources will probably be spend on anti cheat, the resource manager and downloader and more changes to shaders. The goal of the shader changes is making sure that none have the problems that he/she might have had with scripts 3.4.4.