
Subject: Re: Introducing Tiberian Technologies!
Posted by [ErroR](#) on Mon, 19 Oct 2009 15:14:06 GMT
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EvilWhiteDragon wrote on Mon, 19 October 2009 14:25Renardin6 wrote on Mon, 19 October 2009 01:021) Do you have a release date ? Or a "deadline" for a release ?

It could help me on a question I see often @ our forums:

<http://www.cncreborn.eu/forum3/viewtopic.php?f=4&t=3196&p=53064#p53064>

Thank you.

2) considering you have graphic changes (new shaders), did you ever though about using improved models on Renegade? (like using models like Renegade X but on Renegade itself...)
1) When it's done. Done will be when TT has all required scripts and features. It will be done as soon as possible. Since none of the coders can do this full time, soon can be pretty far away.

2) If you make more detailed models then we could perhaps implement them. Currently there is no one on the TT staff that would be able to do things like this.
there are my hq weps thought
