
Subject: Re: Will TT be out, before playercount drops down to nearly zero
Posted by [GEORGE ZIMMER](#) on Wed, 02 Dec 2009 02:23:50 GMT

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Dover wrote on Mon, 30 November 2009 00:58Renardin6 wrote on Thu, 26 November 2009 23:16EvilWhiteDragon wrote on Wed, 25 November 2009 11:13Renardin6 wrote on Wed, 25 November 2009 14:40I second that.

Cut the patch in 2. Release something now, add another patch later.
Like reborn first released an infantry only mod, and then released the rest?
Oh, wait no, they haven't released the rest. They intend to release the rest..

It wasn't a critic. And actually the release of our mod as a public beta **DEPENDS** of TT and Script 4.0. ...

So why do you say that? You know we use a beta version of what TT does.

I'll pretend this explains the lack of major updates between the buggy infantry-only beta and the announcement of TT. Does it really take an engine-wide patch to get vechs working?
...I'm going to pretend you're joking, because a large majority of Reborn's vehicles actually do require TT in order to function properly- not to mention many other features.
