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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Dover](#) on Wed, 02 Dec 2009 04:14:12 GMT

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GEORGE ZIMMER wrote on Tue, 01 December 2009 19:58Dover wrote on Tue, 01 December 2009 21:30Let's not shit ourselves. Does getting Nod Buggys and wolverines done require an engine-wide patch? Maybe they can't do everything they want to have done at the moment, but there's little excuse for basically not having moved from that infantry only beta released oh so many months ago.

While I do agree the infantry beta coulda been loads better and they could have atleast had a few more patches, they're a bit too far into using a shitton of TT scripts to get rid of them now and release something. It'd be nice, but it's unlikely to happen now.

It's not a matter of releasing something now, it's about releasing something between yesterday and a year ago or whenever the infantry beta was. It's a shining example of why splitting releases never works.

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