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Subject: Re: beta test TT patch

Posted by [GEORGE ZIMMER](#) on Tue, 08 Dec 2009 21:14:27 GMT

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Goztow wrote on Tue, 08 December 2009 01:26 For Renegade of course.

I'm fully aware that TT shouldn't include balance changes, but the keyword here is should. I want to be damn sure it doesn't before it's pushed. The fact if something is a bug or a balance issue can be different in the eye of the beholder, as was shown in the past.

Ok, thought so, just checking.

The thing is, most of the "bugfixes" that testers of APB and Reborn may find, will probably only be applied to their respective mods. That's why Spooky's there, as far as I know- to make sure things that can potentially change up balance quite a lot don't go through without ensuring it's actually a bug or to get the community's input on it. Otherwise, they'll only be in for the mods that want the fixes, AFAIK.

And anyways, most of the balance testing we'd be doing is to ensure that a buggy can't kill a titan in 5 seconds flat . I don't think many people will go too far into the technical bugs of Renegade's engine until after the majority of actual balance problems are worked out. By then, TT will be out anyways.

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