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Subject: Re: Leaked TT Patch

Posted by [Kimb](#) on Wed, 19 May 2010 20:49:18 GMT

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CarrierII wrote on Wed, 19 May 2010 15:14Goztow wrote on Wed, 19 May 2010 19:46StealthEye wrote on Wed, 19 May 2010 18:27Goztow wrote on Tue, 18 May 2010 19:10I can get you a team of 10 testers in no time. But they would likely find fewer bugs than the current APB team. It is not just a matter of getting a few players to run the game a few times. It takes time and organization to properly test something; I've seen the APB team is well organized, and I'm pretty sure a new Renegade team wouldn't be near as productive. Yes, it would be better for TT to test with Renegade directly, but there is no team that has proven it is able to do that in Renegade.

You may doubt whether the APB team can find Renegade bugs, and for some things that may be true, but APB and Renegade use the same engine. If the engine works, it's unlikely that there are any big/hard to fix bugs left in Renegade.

If you can, please come up with a few potential Renegade bugs that would not show up in APB caused by TT features. I can't think of many.

We'll play 5v5 clanwars each evening for one week and tell u if your stuff works...

Doesn't stress test the engine. You need to do things like see if you can bluehell a hummer by driving it into the harvester in a 50 player marathon, 3 hours in.

25v25 matches then, last long? maybe, and then bluehell-out of the hummer!

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