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Subject: Re: Leaked TT Patch

Posted by [Goztow](#) on Thu, 20 May 2010 06:22:01 GMT

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Seye and I talked the testing idea over on MSN. It has been agreed to look into it at a further stage.

Carrier, though i understand that some may want to test on specific bugs, i'm convinced that my method will show up gameplay breaking bugs much more efficiently. What's the use in testing if blue hell is really completely gone if, extreme example, you didn't notice that artilleries now do double damage every 10th shot. If we managed to play say 20 clanwars with TT without noticing a single bug or crash, then at least we know that there aren't any really game breaking problems before the open beta release.

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