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Subject: Re: Stuff that is incompatible with scripts 4.0  
Posted by [EvilWhiteDragon](#) on Mon, 21 Mar 2011 08:30:16 GMT  
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HaTe wrote on Mon, 21 March 2011 04:46 So I'm curious to as why this wasn't/isn't a priority? Around 25% of the Renegade community having to uninstall it because of the scripts seems as if it would be a bit concerning to the TT team? If it's going to be possibly added on by a later update, it's obviously possible, right?

I knew this would turn in a ragefest. It is pretty much impossible to fix certain things without rewriting some other bits. If RR is hacking into those bits, RR or TT will break. It's not something we can avoid, not if we want to fix the bug/issue in that bit of code.

Also forcerr will NOT be needed anymore because the AC is way ahead of what RR currently does. (Actually it proves that 0x90 isn't interested in Renegade anymore, but besides that it's of no use when TT is out).

If there are specific features from RR then it *\*MIGHT\** be possible to include them in TT, but no guarantees and this will certainly not be allowing RR to work with TT. **THAT IS IMPOSSIBLE.**

Edit: Also 85% of all statistics used in arguments are false. Prove the 25% you're assuming, based more than one or two servers.

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