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Subject: Re: Forced release upon all Renegade users?

Posted by [EvilWhiteDragon](#) on Thu, 01 Sep 2011 23:22:54 GMT

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Quote:Here's a cookie for all you "Anti-Xpert" and "Anti-Atomix" fans out there, how about, you let us do us, and you guys do you. Plain and simple. If you want to force users to run TT on your servers, then go right ahead. That's your decision. You don't see me barking at you people for running TT on your servers. Go right ahead! 90% of the shit TT has fixed, has been fixed already on Atomix during this long awaited release of TT (pistol loaded on draw, pointsfix, and PT bug is a few examples). The other 10% is likely to be map bugs, zone bugs such as damage issues at certain angles, and vehicle death behind the WF.

You're underestimating what has been fixed in TT, or improved, or what has been added. Also in the release of TT, you'll not find any map changes. We haven't used leveledit to change anything in the maps or objects files.

Hence there won't be any map specific fixes. The WF bug has been fixed in a different way (in the code), just like the vehicle exit bug and probably more that I can't think of right now.

Edit: to clarify, this is only to inform you. If you don't want to run TT on your server, I think you'll mis out, but that's your decision then.

Oh and another thing, what does the map specific objects file do? As you certainly can't change damage normally, so one would only do more damage to buildings and stuff. Armour types would be possible, but do you want those different per map? As far as I recall the other changes won't be passed on to the client, which would mean they don't have any effect.

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