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Subject: Re: Is TT blocking keyboard macro's?

Posted by [EvilWhiteDragon](#) on Mon, 19 Sep 2011 22:08:47 GMT

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Jerad Gray wrote on Mon, 19 September 2011 20:22I thought EA was going to shit all over the idea of the patch being forced if it didn't work as well as the original?

If so, wouldn't this have the same priority of anything else that used to work in Ren?

If you're here just to bash TT, please go somewhere else. I'm sure that you as a developer knows why some things are fixed sooner and others are fixed later.

Eitherway, Renegade will not be the same, it will have less bugs and specifically less serious bugs. This does NOT qualify as a serious bug. Blue hell to name one does.

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