
Subject: Re: Set_Face_Location no longer makes AI VTOLs strafe

Posted by [EvilWhiteDragon](#) on Tue, 01 Jul 2014 06:16:21 GMT

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dblaney1 wrote on Mon, 30 June 2014 05:45jonwil wrote on Fri, 27 June 2014 18:32As it happens, I investigated this specific issue (the VTOL strafe) because if its a legit bug, it needs to be fixed for the mods anyway and it turned out to be a typo (meaning that "face target" mode for VTOLs would never be enabled). If the issue had been found before 4.1 hit, it would have been fixed back then and you guys wouldn't be complaining about it now.

But because people didn't care enough to find these problems before, this issue now wont get fixed for Renegade.

As for the comment that these sorts of issues should have been foreseen, its no different to how any software developer does things. TT dropping support for Renegade is no different to Microsoft dropping support for targeting older versions of Windows with Visual Studio or whatever. Its a decision made by the dev team (and since they are unpaid guys doing this for fun in their spare time, no-one has the right to tell them what to do)

Microsoft doesn't release a new version of Windows and then cut support for it immediately after. No, but with TT still get better value for nothing. You pay nothing and still get a much improved version of Renegade over the original. Is everyone paid the same for the TT patch as Windows retails for (say somewhere between 80 and 200 euros), I'm sure TT would be able to offer more support.
