Subject: Re: Scripts work is currently on hold Posted by jonwil on Thu, 02 Nov 2017 10:24:12 GMT View Forum Message <> Reply to Message

It looks like Saberhawk (who was hosting both our git server and our build server) has gone permanently and intentionally AWOL (attempts to contact him via any known method have failed and at least one other web forum indicates he has read my PM but he didn't respond) so at this point there will be no future releases of scripts for Renegade beyond the current 4.5 release. The loss of this infrastructure also means there is no way we can debug any crashdumps since we no longer have the debugging symbols required to debug such crashdumps.

We are looking into getting new infrastructure running, getting hosts for it is not the hard part, the hard part is figuring out all the right things we need to install onto our build server and the right configurations required for the Jenkins install (Jenkins is the program that was being used to build the scripts binaries for distribution). If we can get a build server going that can produce the right binaries for 4.x releases, then official dev work on 4.x/Renegade can resume, otherwise its as good as dead.

Page 1 of 1 ---- Generated from Command and Conquer: Renegade Official Forums