
Subject: Updates?

Posted by [NE]Fobby[GEN] on Sun, 23 Nov 2008 17:40:52 GMT

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I might be looking in the wrong places, forgive me if I am, but what's the status on the TT patch? I don't think we've heard anything official on the progress other than people posting questions and suggestions, and sometimes getting answers from the team. The announcement post had some information on what was getting done, but that's pretty much it.

What's done so far, what's getting done, or simply is everything working as planned in terms of coding and the time factor?

Subject: Re: Updates?

Posted by [ErroR](#) on Sun, 23 Nov 2008 19:22:43 GMT

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something like a meter?

|||||||

Subject: Re: Updates?

Posted by [Starbuzz](#) on Sun, 23 Nov 2008 19:39:03 GMT

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Nice idea [ErroR](#)! This is my opinion:

TT

|||||||

Ren X

|||||||

Subject: Re: Updates?

Posted by [ErroR](#) on Sun, 23 Nov 2008 19:46:21 GMT

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[pawkyfox](#) wrote on Sun, 23 November 2008 21:39Nice idea [ErroR](#)! This is my opinion:

TT

|||||||

Ren X

|||||

^^ i saw it in many places

Subject: Re: Updates?

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 23 Nov 2008 20:01:18 GMT

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No not necessarily a metre, just a bit of news on what's going on with the patch.

Subject: Re: Updates?

Posted by [thrash300](#) on Sun, 23 Nov 2008 20:38:01 GMT

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[NEFobby[GEN] wrote on Sun, 23 November 2008 14:01]No not necessarily a metre, just a bit of news on what's going on with the patch.

Seriously FFS!!!!!!!!!!!!!! How long ****does**** it take. We community members are hungry!!!! :V

Subject: Re: Updates?

Posted by [Hitman](#) on Sun, 23 Nov 2008 20:38:24 GMT

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your gonna get flamed now for wanting some information, brace yourself

Subject: Re: Updates?

Posted by [GEORGE ZIMMER](#) on Sun, 23 Nov 2008 20:43:03 GMT

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No, because unlike your stupid topics, Fobby isn't asking for a time of release. Instead, simply what's been done already, so we (the public) may know how far along it is.

I can't blame them though for not wanting to share too much info.

Subject: Re: Updates?

Posted by [Hitman](#) on Sun, 23 Nov 2008 20:50:05 GMT

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posting if it's near completion or not is 'to much info'

ok bro

Subject: Re: Updates?

Posted by [GEORGE ZIMMER](#) on Sun, 23 Nov 2008 20:51:20 GMT

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The public doesn't always need to know every little aspect. Besides that, it'd suck if they said "it's near completion", but then they hit a snag and it takes longer than expected. That's what I was getting at, durr.

Subject: Re: Updates?

Posted by [Hitman](#) on Sun, 23 Nov 2008 21:10:41 GMT

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must be quite a large snag then

Subject: Re: Updates?

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 23 Nov 2008 21:26:04 GMT

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Well I'm not asking for every little detail or release dates, I'm just asking for some news on the patch, because we haven't heard any for about five months now.

Subject: Re: Updates?

Posted by [Scrin](#) on Sun, 23 Nov 2008 22:15:51 GMT

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pawkyfox wrote on Sun, 23 November 2008 13:39Nice idea ErroR! This is my opinion:

TT

|||||

Ren X

|||||

yum-yum...you give me nice idea for new HUD

Subject: Re: Updates?

Posted by [jonwil](#) on Sun, 23 Nov 2008 22:17:08 GMT

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Rest assured that work on the patch is proceeding.
Some good stuff is being implemented (check the next APB blog when it happens for some goodies)

Work continues on the anti-cheat (more specifically the file checking part), we have identified which files are considered "cheat sensitive" and need to be checked for modifications and I am in the process of writing the code for it.

Saberhawk is making progress on getting the graphical part of 4.0 up to scratch (so that we dont have any of the crashes, FPS drops, "lag" and other problems that plagued the 3.x series).

The APB test guys are giving 4.0 a thorough workout as part of their testing and a number of bugs are being squashed as a result of their bug reports.

Subject: Re: Updates?

Posted by [Ghostshaw](#) on Sun, 23 Nov 2008 22:53:52 GMT

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Also our Todo list is a LOT shorter then it was when we started (and we added alot of stuff as we got along sooo). Also as far as we can tell there are no crashers left, although we might still bump into some during beta testing due to different hardware and such.

Subject: Re: Updates?

Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 23 Nov 2008 23:11:41 GMT

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Thanks guys, I appreciate it.

Subject: Re: Updates?

Posted by [Lone0001](#) on Sun, 23 Nov 2008 23:16:44 GMT

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It's very nice to hear that the FPS lag and drops are being worked on/fixed(hopefully).

Subject: Re: Updates?

Posted by [StealthEye](#) on Sun, 23 Nov 2008 23:34:45 GMT

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Don't expect `_too_` much off that though. We can not change the way renegade works, we can only improve it. Don't expect that all problems will be solved, but at least TT's version should

perform better than every other older scripts.dll version and vanilla Renegade.

Subject: Re: Updates?

Posted by [Goztow](#) on Mon, 24 Nov 2008 07:45:16 GMT

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So, what about that meter then?

Happy to hear more or less of an update . We're all awaiting eagerly .

Subject: Re: Updates?

Posted by [DL60](#) on Sun, 14 Dec 2008 15:44:10 GMT

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Hey thats good to hear that the list ich much shorter now.

TT posted a list with the main features of the patch/scripts ("Introducing Tiberian Technologies")

It would be great if one of the TT-Members could mark all done things there green and all undone things red. AND (maybe) every undone red thing becomes an % value but only rough estimations: 0% 25% 50% 75%. So the one who fills in the values don't need to know exactly the status of every feature and it doesn't take so much time then to fill in.
