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Subject: 1 year to the day

Posted by [Jamie or NuneGa](#) on Sun, 21 Jun 2009 04:49:04 GMT

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wheres that sexy update you promised us

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Subject: Re: 1 year to the day

Posted by [a000clown](#) on Sun, 21 Jun 2009 06:38:32 GMT

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You can't rush quality work

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Subject: Re: 1 year to the day

Posted by [Speedy059](#) on Tue, 23 Jun 2009 09:00:17 GMT

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a000clown wrote on Sun, 21 June 2009 02:38You can't rush quality work

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Subject: Re: 1 year to the day

Posted by [C C\\_guy](#) on Wed, 24 Jun 2009 00:31:18 GMT

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a000clown wrote on Sun, 21 June 2009 01:38You can't rush quality work

yeah ok its understood but i guess the real question is ,where? cuz i have donbe more on my server alone then well nvm, but still , where is the work ? ,i can already see the replies on this one , but i couldnt give a rats about those replies i still want to know where is this quality work?.

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Subject: Re: 1 year to the day

Posted by [Lone0001](#) on Wed, 24 Jun 2009 00:50:28 GMT

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Post whores, also, I'm suprised to see a mod sink down so low

You can't rush this kind of work, it's hard work.

P.S. DSi ftw

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Subject: Re: 1 year to the day  
Posted by [nikki6ixx](#) on Wed, 24 Jun 2009 01:30:23 GMT  
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I'm surprised it's only been a year; it actually felt twice as long, lol.

Is there any chance the team would be able to have some form of a progress report at all? I haven't been one to complain about the time taken for TT, and I really appreciate the work being put into it, but it'd be nice if we had an idea of what has been done, what's in progress, what has yet to be completed, and some sort of estimate of when we can expect completion.

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Subject: Re: 1 year to the day  
Posted by [a000clown](#) on Wed, 24 Jun 2009 03:42:12 GMT  
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Oh looky, I'm literally the center of attention ;p

No but seriously although I'm curious and wouldn't mind the team informing us, in the end, whether they tell me it's a week away or a year away changes nothing... I still have to wait for them to finish and would much rather have them using their time to do just that, instead of wasting it on impatient people.

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Subject: Re: 1 year to the day  
Posted by [BlueThen](#) on Wed, 24 Jun 2009 04:48:27 GMT  
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I trust that the team will take however much time necessary to completely finish TT.

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Subject: Re: 1 year to the day  
Posted by [C C\\_guy](#) on Wed, 24 Jun 2009 07:13:11 GMT  
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BlueThen wrote on Wed, 24 June 2009 05:48 I trust that the team will take however much time necessary to completely finish TT.

Yeah sounds about right , then when they get somewhere with it or by the time they do it should be well outdated for all the new cheats lol.

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Subject: Re: 1 year to the day  
Posted by [Di3HardNL](#) on Wed, 24 Jun 2009 13:23:59 GMT

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It would be cool to see a list of which has been fixed or added, and a list of what still needs to be done. So we can predict how long it will take when all this is finished.

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Subject: Re: 1 year to the day  
Posted by [Stefan](#) on Wed, 24 Jun 2009 14:20:57 GMT  
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Reborn 2.0? Duke nukem forever 2.0?

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Subject: Re: 1 year to the day  
Posted by [EvilWhiteDragon](#) on Wed, 24 Jun 2009 16:49:24 GMT  
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Stefan wrote on Wed, 24 June 2009 16:20Reborn 2.0? Duke nukem forever 2.0?  
We're just a year busy so that's no reborn.  
Also, we're planning things so that we don't have to start from scratch all over every time. This planning and stuff took some time at the start, but saves us time later.

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Subject: Re: 1 year to the day  
Posted by [StealthEye](#) on Wed, 24 Jun 2009 20:30:59 GMT  
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One of the things Reborn did wrong was giving a few release dates that were not met or with disappointing results (wasn't there a very buggy release in 2003 or something?). This is actually one of the reasons why we don't provide a release estimates: it's too hard to estimate and a faulty one risks a incomplete/buggy release if the deadline is met under pressure, or disappointment if it is delayed.

There's also reasons for not posting many updates. First it takes time, organization and a lot of communication. These are actually causing trouble since we have people from all over the world in different timezones. Then another problem is functionality that is not done yet, and may change depending on how hard it is to finish. For example details about the resource downloader, which changed quite drastically a few times already. I feel it's better to give no info than to provide info about things that may be changed or not supported at all in the final version.

Things that will definitely exist in the final version can be mentioned here, but I think most TT members think they can better spend their time on coding than filtering the info that is unlikely to change and post about it.

If you want a very, very brief overview on progress and what's being worked on: most smaller things (bugfixes, small features) have been completed (popular saying is 80% of the features take 20% of the time...). The things that are still being worked on now are big features

such as anti cheat (I'm not working on this part currently so I don't know the details) and the resource downloader (very basic functionality works currently, which happened to be much harder than I had expected. It still needs a lot of tweaking such as picking the correct files to send and functions to manage this, not to mention error handling if downloads fail and UI stuff such as informing the user that the map is downloading and solving some synchronization issues). Apart from that there's always newly introduced bugs by our own changes; this is normal in software engineering, but even more because we do not have the source code, and therefore a lot of functions happen to do just a little more or less than you would expect. These wrong expectations are one of the main causes for bugs.

I hope that's enough info for now; I realize I've spent quite some time on this post already (proving my point... ). I also hope that it gives a better understanding on my view on the limited information and updates. Note that it's my view though, I have not discussed this with other TT members (that is, other than in discussions about whether to post more updates or not), they possibly have other views or reasons.

[edit]

If you want more info based on stats (which I can easily fetch and post without thinking about whether I can&should post it or not ), TT contains over 300000 lines (I thought a previous count showed 5M actually, not sure why my number today is a lot smaller... either number has to be wrong ) divided over ~1300 .cpp&.h files, in total about 11MB of pure code. There's a few commits (code changes that are considered stable and shared with all other developers) every day, as an indication, we had 30 commits last week, excluding the work on the resource manager since that is worked on using a different branch since it's not stable enough to be in the main branch atm.

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Subject: Re: 1 year to the day  
Posted by [Carrierll](#) on Wed, 24 Jun 2009 22:05:00 GMT  
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That's very helpful, thank you.

You guys really have considered the design very carefully, that's good, that will result in a more stable product.

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Subject: Re: 1 year to the day  
Posted by [BlueThen](#) on Thu, 25 Jun 2009 00:47:38 GMT  
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<http://www.statsvn.org/>

You should consider it. Gives live updates to the public automatically. Could probably satisfy everyone's thirst for updates.

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Subject: Re: 1 year to the day  
Posted by [saberhawk](#) on Thu, 25 Jun 2009 03:34:39 GMT  
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BlueThen wrote on Wed, 24 June 2009 20:47<http://www.statsvn.org/>  
You should consider it. Gives live updates to the public automatically. Could probably satisfy everyone's thirst for updates.

Part in red is why we can't do it. Our repository contains classified code (like the anti-cheat for example) which our commit logs do refer to. Automatic updates based on this information could certainly help in breaking the anti-cheat and that is bad.

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Subject: Re: 1 year to the day  
Posted by [BlueThen](#) on Thu, 25 Jun 2009 04:03:53 GMT  
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Saberhawk wrote on Wed, 24 June 2009 22:34BlueThen wrote on Wed, 24 June 2009 20:47<http://www.statsvn.org/>  
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I'm pretty sure you can tweak it to only show certain information, eg. line count, file count, developer stats, etc

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Subject: Re: 1 year to the day  
Posted by [Crimson](#) on Thu, 25 Jun 2009 04:40:08 GMT  
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Most of the reason you might think little is being done is my own fault. I am supposed to be the one providing those updates but I've been busy failing (also known as growing my own profitable business). Like the other guys said, there are multiple commits of code daily and good communication on the team. You just can't rush good work.

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Subject: Re: 1 year to the day  
Posted by [Ghostshaw](#) on Thu, 25 Jun 2009 09:05:19 GMT  
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To give a little idea how much has been done. The TT repo has a current total of over 1900 commits (in reality there are some more because we switched repo twice) and the entire codebase currently comprises 5 million lines of code (that doesn't include comments and white lines obviously).

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Subject: Re: 1 year to the day  
Posted by [Omar007](#) on Thu, 25 Jun 2009 17:43:40 GMT  
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Ghostshaw wrote on Thu, 25 June 2009 11:05To give a little idea how much has been done. The TT repo has a current total of over 1900 commits (in reality there are some more because we switched repo twice) and the entire codebase currently comprises 5 million lines of code (that doesn't include comments and white lines obviously).  
OMG 5 million lines That's alot of progress

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Subject: Re: 1 year to the day  
Posted by [EvilWhiteDragon](#) on Thu, 25 Jun 2009 20:09:12 GMT  
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TT IRC  
<StealthEye> this time estimation algorithm I'm supposed to learn just claimed that TT would have taken 1800 man months, should have had 52 developers and should have taken 34 months, up to where we are now that is.

I say TT IS doing a good job!

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Subject: Re: 1 year to the day  
Posted by [HTT-Bird](#) on Fri, 26 Jun 2009 00:21:50 GMT  
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Saberhawk wrote on Wed, 24 June 2009 22:34BlueThen wrote on Wed, 24 June 2009 20:47<http://www.statsvn.org/>  
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Security by obscurity isn't security at all. You have to make the assumption that the bad guys already know what you're trying to implement/have implemented.

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Subject: Re: 1 year to the day  
Posted by [saberhawk](#) on Fri, 26 Jun 2009 00:25:04 GMT  
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HTT-Bird wrote on Thu, 25 June 2009 20:21Saberhawk wrote on Wed, 24 June 2009 22:34BlueThen wrote on Wed, 24 June 2009 20:47<http://www.statsvn.org/>

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We do, but obscurity certainly adds another layer of defense.

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Subject: Re: 1 year to the day

Posted by [EvilWhiteDragon](#) on Fri, 26 Jun 2009 06:38:48 GMT

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HTT-Bird wrote on Fri, 26 June 2009 02:21Saberhawk wrote on Wed, 24 June 2009

22:34BlueThen wrote on Wed, 24 June 2009 20:47<http://www.statsvn.org/>

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Security by obscurity isn't security at all. You have to make the assumption that the bad guys already know what you're trying to implement/have implemented.

Perhaps anticheat isn't the only reason why we cannot give out live repository updates. Also, showing what we updated might give hints on where cheaters have to look to make old cheats work. When they don't know where to look, it will be harder to find specific changes, which is only a good thing, as it will make the game cheatfree for a longer period of time.

That is after all what we all want.

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Subject: Re: 1 year to the day

Posted by [EvilWhiteDragon](#) on Fri, 26 Jun 2009 06:39:38 GMT

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HTT-Bird wrote on Fri, 26 June 2009 02:21Saberhawk wrote on Wed, 24 June 2009

22:34BlueThen wrote on Wed, 24 June 2009 20:47<http://www.statsvn.org/>

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That is after all what we all want.

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Subject: Re: 1 year to the day  
Posted by [Goztow](#) on Fri, 26 Jun 2009 07:40:16 GMT  
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Obscurity never did anything wrong towards closed source security.

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Subject: Re: 1 year to the day  
Posted by [StealthEye](#) on Fri, 26 Jun 2009 07:42:14 GMT  
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Security through obscurity is indeed not optimal, but it's the only way to do some things. It's definitely better than no security at all.

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Subject: Re: 1 year to the day  
Posted by [BlueThen](#) on Fri, 26 Jun 2009 16:56:05 GMT  
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I'm pretty sure you can tweak it to only show specific information.

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Subject: Re: 1 year to the day  
Posted by [CarrierII](#) on Fri, 26 Jun 2009 17:00:08 GMT  
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Even a commit count and line count would be pretty cool.

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Subject: Re: 1 year to the day  
Posted by [EvilWhiteDragon](#) on Fri, 26 Jun 2009 22:36:04 GMT  
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CarrierII wrote on Fri, 26 June 2009 19:00Even a commit count and line count would be pretty cool.

Total commits 2000+  
Lines of code 5 million est.

As you could've found in the topic

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Subject: Re: 1 year to the day  
Posted by [CarrierII](#) on Sat, 27 Jun 2009 06:49:22 GMT  
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I meant updated every now and again...

But yeah, even just a little locked sticky with that in, updated once a week gives the public an idea of progress without compromising anything.

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Subject: Re: 1 year to the day  
Posted by [Omar007](#) on Sat, 27 Jun 2009 09:14:04 GMT  
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CarrierII wrote on Sat, 27 June 2009 08:49I meant updated every now and again...

But yeah, even just a little locked sticky with that in, updated once a week gives the public an idea of progress without compromising anything.

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