Subject: Scripts: whats next
Posted by jonwil on Wed, 14 Oct 2015 02:48:57 GMT
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4.2 (and its 2 updates) have implemented a lot of good stuff for Renegade players. I think we covered all the features and major bug fixes that people have been asking for (either implemented them or told people why its not possible to implement them for stock renegade)

At this point, I haven't yet decided if I will continue working on scripts for Renegade beyond bug fix releases.

Anyone out there see any changes/features/etc that aren't in 4.2 (or 4.2 Update 1/Update 2) but that we at TT should be implementing or dealing with?

Just trying to collect feedback from the community and figure out if there is anything we should be putting on the roadmap for a potential future scripts release.

Subject: Re: Scripts: whats next
Posted by YesNoMayb on Wed, 14 Oct 2015 12:06:33 GMT
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How about an ignore function for non xwis users?

This isn't game related but we need some type of advertisement to get players to return. After they hear the game has been fixed up they may return to see what's up.

Subject: Re: Scripts: whats next
Posted by sla.ro(master) on Wed, 14 Oct 2015 16:32:38 GMT
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YesNoMayb wrote on Wed, 14 October 2015 15:06How about an ignore function for non xwis users?

This isn't game related but we need some type of advertisement to get players to return. After they hear the game has been fixed up they may return to see what's up.

true, we also need EA to release TT as official Renegade patch..

Subject: Re: Scripts: whats next
Posted by jonwil on Wed, 14 Oct 2015 20:45:48 GMT

I can tell you that getting TT released as an official patch isn't going to happen.

Subject: Re: Scripts: whats next
Posted by PGS-PC on Wed, 04 Nov 2015 18:16:31 GMT

I know its likely not going to happen but i'd be interested in seeing a linux fds with TT.