Subject: Just a little hint...
Posted by Yrr on Sun, 03 Aug 2008 12:40:52 GMT
View Forum Message <> Reply to Message

The more things you want to be done, the longer it will take...

Subject: Re: Just a little hint...
Posted by Goztow on Sun, 03 Aug 2008 16:04:22 GMT
View Forum Message <> Reply to Message

The TT team could ofcourse make a list of things in order of priority and split into two patches .

Subject: Re: Just a little hint...
Posted by Starbuzzz on Sun, 03 Aug 2008 16:06:22 GMT
View Forum Message <> Reply to Message

TT team should not be taking orders from anybody. They should have their OWN timeline, their OWN goals, their OWN agenda...

ofcoure, improving Ren is the overall motive here...

Subject: Re: Just a little hint...
Posted by KobraOps on Sun, 03 Aug 2008 17:48:47 GMT
View Forum Message <> Reply to Message

WTF?!?

But how will we play renegade without unstealth generators and dual weapons!!! I NEED MY RENERADIO!

Subject: Re: Just a little hint...
Posted by Jamie or NuneGa on Sun, 03 Aug 2008 20:19:16 GMT
View Forum Message <> Reply to Message

Splitting the patch would prolly be best idea... get the anti-cheat and major fixes out quick...

then do the reneradio next(or never)

Subject: Re: Just a little hint...
Posted by Chuck Norris on Sun, 03 Aug 2008 20:24:13 GMT

Since I remember being told that IF this happens, and the way they want, they'd be able to patch it at later times too (not just once), so it sounds like a good idea to me. Roll out a buf-fix/improvement patch first, and then the features patch second, and from there, whatever needs done as it comes up.

Subject: Re: Just a little hint...
Posted by _SSnipe_ on Mon, 04 Aug 2008 10:32:06 GMT

This is a community patch TT needs the community help and support to get this and it is a major patch fixing glitches really been needing fixes so take as long as it takes not like anything will change

---

Subject: Re: Just a little hint...
Posted by sadukar09 on Mon, 04 Aug 2008 11:46:17 GMT

KobraOps wrote on Sun, 03 August 2008 12:48WTF?!?

But how will we play renegade without unstealth generators and dual weapons!!! I NEED MY RENERADIO!
SRSLY MAN!!!111!!! WE NED UNSTEALTH GEENRATER!!1111

Subject: Re: Just a little hint...
Posted by ErroR on Mon, 04 Aug 2008 15:05:30 GMT

KobraOps wrote on Sun, 03 August 2008 20:48WTF?!?

But how will we play renegade without unstealth generators and dual weapons!!! I NEED MY RENERADIO!
-_-

Subject: Re: Just a little hint...
Posted by JoeBro on Mon, 04 Aug 2008 15:12:50 GMT

Chuck Norris wrote on Sun, 03 August 2008 16:24Since I remember being told that IF this happens, and the way they want, they'd be able to patch it at later times too (not just once), so it sounds like a good idea to me. Roll out a buf-fix/improvement patch first, and then the features

patch second, and from there, whatever needs done as it comes up.
Yeah, that would be a good idea. If anyone wanted any new things added to the gameplay (such as new units, buildings, controls, ect.), they could be added in a sperate patch. I hope they do that

---

Subject: Re: Just a little hint...
Posted by StealthEye on Mon, 04 Aug 2008 15:50:05 GMT
View Forum Message <> Reply to Message

We are trying to get a patch that fixes nearly all annoying bugs as well as providing some functionality that was really missing (map downloading for example). A future patch would provide less critical functionality, but it will not include new units or anything like that. We will change the gameplay as little as possible.

Not everything on the todo list will be done, and not everything that is done delays other features. Even with good version control, working on the same feature with multiple coders is hard. Not everyone can do every feature, and so not everyone is busy with core features all the time and other, less important features can be made in the meanwhile.

Subject: Re: Just a little hint...
Posted by trooprm02 on Mon, 04 Aug 2008 22:48:05 GMT
View Forum Message <> Reply to Message

StealthEye wrote on Mon, 04 August 2008 10:50We will change the gameplay as little as possible.

Ok good...wait, pointsfix?

Subject: Re: Just a little hint...
Posted by nope.avi on Mon, 04 Aug 2008 23:51:12 GMT
View Forum Message <> Reply to Message

pawkyfox wrote on Sun, 03 August 2008 12:06TT team should not be taking orders from anybody. They should have their OWN timeline, their OWN goals, their OWN agenda...

ofcoure, improving Ren is the overall motive here...
EA wants the approval of the community before they release officially realease the patch, I think. And having a small group of people make up some major changes for a game that's been played for 6 years could not turn out well.

Subject: Re: Just a little hint...

Posted by Jamie or NuneGa on Tue, 05 Aug 2008 00:20:01 GMT
View Forum Message <> Reply to Message

Lets delay the patch for as long as possible so I can keep hacking

---

Subject: Re: Just a little hint...
Posted by Starbuzzz on Tue, 05 Aug 2008 01:37:05 GMT
View Forum Message <> Reply to Message

Nune wrote on Mon, 04 August 2008 20:20Lets delay the patch for as long as possible so I can keep hacking

ban this sucka!!!!!

Subject: Re: Just a little hint...
Posted by cmatt42 on Tue, 05 Aug 2008 05:08:29 GMT
View Forum Message <> Reply to Message

trooprm02 wrote on Mon, 04 August 2008 17:48StealthEye wrote on Mon, 04 August 2008 10:50We will change the gameplay as little as possible.

Ok good...wait, pointsfix?

Won't pose a problem to gameplay!

Subject: Re: Just a little hint...
Posted by nope.avi on Wed, 06 Aug 2008 03:09:19 GMT
View Forum Message <> Reply to Message

cmatt42 wrote on Tue, 05 August 2008 01:08trooprm02 wrote on Mon, 04 August 2008 17:48StealthEye wrote on Mon, 04 August 2008 10:50We will change the gameplay as little as possible.

Ok good...wait, pointsfix?

Won't pose a problem to gameplay!
Actually it will.

Subject: Re: Just a little hint...
Posted by HeavyX101 on Wed, 06 Aug 2008 03:35:01 GMT
View Forum Message <> Reply to Message

Yrr wrote on Sun, 03 August 2008 07:40The more things you want to be done, the longer it will take...
The longer it will take, the better it will be.
Dont hurry guys, if you take more time, then the patch could be really good and have not alot of bugs.

Subject: Re: Just a little hint...
Posted by TruYuri on Wed, 06 Aug 2008 04:39:23 GMT
View Forum Message <> Reply to Message

Baker wrote on Tue, 05 August 2008 22:09cmatt42 wrote on Tue, 05 August 2008 01:08trooprm02 wrote on Mon, 04 August 2008 17:48StealthEye wrote on Mon, 04 August 2008 10:50We will change the gameplay as little as possible.

Ok good...wait, pointsfix?

Won't pose a problem to gameplay!
Actually it will.

The only problem it will pose is that you can no longer bitch at new players for making a good investment on a strong vehicle.

Subject: Re: Just a little hint...
Posted by SSADMVR on Wed, 06 Aug 2008 06:33:39 GMT
View Forum Message <> Reply to Message

Yeah because getting a huge-ass vehicle is obviously a smart thing to do.

Subject: Re: Just a little hint...
Posted by StealthEye on Wed, 06 Aug 2008 09:45:26 GMT
View Forum Message <> Reply to Message

No it's not, hence you need to flame them to death for losing the game so that they will never play Renegade again because they will obviously never learn. Hey, you started Renegade knowing all tactics and getting the right vehicle all the time, right?[/sarcasm]

The points fix really doesn't affect gameplay, apart from exploit-tactics like shooting the harvester with a soldier or camping with apc's to win a game... If you stick to reasonable tactics, there is not much of a difference.

Subject: Re: Just a little hint...
Posted by _SSnipe_ on Wed, 06 Aug 2008 09:49:59 GMT

StealthEye wrote on Wed, 06 August 2008 02:45No it's not, hence you need to flame them to death for losing the game so that they will never play Renegade again because they will obviously never learn. Hey, you started Renegade knowing all tactics and getting the right vehicle all the time, right?[/sarcasm]

The points fix really doesn't affect gameplay, apart from exploit-tactics like shooting the harvester with a soldier or camping with apc's to win a game... If you stick to reasonable tactics, there is not much of a difference.
cant wait for that

Subject: Re: Just a little hint...
Posted by ErroR on Wed, 06 Aug 2008 10:13:21 GMT

why u all speaking about point fix i don't really get it noone camps with a sniper and shoots harvy want to point whore get a arty and do it and stop starting so many topics about point fix.

Subject: Re: Just a little hint...
Posted by nope.avi on Wed, 06 Aug 2008 14:19:32 GMT

TruYuri wrote on Wed, 06 August 2008 00:39Baker wrote on Tue, 05 August 2008 22:09cmatt42 wrote on Tue, 05 August 2008 01:08trooprm02 wrote on Mon, 04 August 2008 17:48StealthEye wrote on Mon, 04 August 2008 10:50We will change the gameplay as little as possible.

Ok good...wait, pointsfix?

Won't pose a problem to gameplay!
Actually it will.

The only problem it will pose is that you can no longer bitch at new players for making a good investment on a strong vehicle.
But if it's pure-pointsfix it'll make marathon games boring as shit.

Subject: Re: Just a little hint...
Posted by Goztow on Wed, 06 Aug 2008 14:57:47 GMT

Back on topic, please!

Subject: Re: Just a little hint...
Posted by w0dka on Wed, 06 Aug 2008 16:00:38 GMT
View Forum Message <> Reply to Message

to TT:
create something working, nearly bugfree, gameenhancing and do it in a few weeks/months.

Why. People need to trust TT. They should see what you are doing. Just give them a little cookie thats desperatly needed. The whole pie can be delivered next year. Show them Renegade ain't dead. Show them you can do it. Each day nothing changes renegade dies more (i'm afraid. I don't have numbers to prove it althought.)

Subject: Re: Just a little hint...
Posted by blly on Wed, 06 Aug 2008 16:28:40 GMT
View Forum Message <> Reply to Message

w0dka wrote on Wed, 06 August 2008 11:00to TT:
create something working, nearly bugfree, gameenhancing and do it in a few weeks/months.

Why. People need to trust TT. They should see what you are doing. Just give them a little cookie thats desperatly needed. The whole pie can be delivered next year. Show them Renegade ain't dead. Show them you can do it. Each day nothing changes renegade dies more (i'm afraid. I don't have numbers to prove it althought.)
goog idea.

Subject: Re: Just a little hint...
Posted by EvilWhiteDragon on Thu, 07 Aug 2008 05:35:25 GMT
View Forum Message <> Reply to Message

w0dka wrote on Wed, 06 August 2008 18:00to TT:
create something working, nearly bugfree, gameenhancing and do it in a few weeks/months.

Why. People need to trust TT. They should see what you are doing. Just give them a little cookie thats desperatly needed. The whole pie can be delivered next year. Show them Renegade ain't dead. Show them you can do it. Each day nothing changes renegade dies more (i'm afraid. I don't have numbers to prove it althought.)
At first the idea was to firt have tt nearly done, before we would announce, but later that changed, and well, now everyone experiences that announcing it at that time was not a good idea.

Subject: Re: Just a little hint...
Posted by Goztow on Thu, 07 Aug 2008 06:39:57 GMT

I find it a good idea: a lot of decent suggestions have been posted.

Subject: Re: Just a little hint...
Posted by EvilWhiteDragon on Thu, 07 Aug 2008 18:11:48 GMT

Goztow wrote on Thu, 07 August 2008 08:39I find it a good idea: a lot of decent suggestions have been posted.
IMHO the difference would've been that that major parts would've been done, and thus allow us to focus on finishing those, and when someone didnt feel like working on the more important things, he could do some suggestions. Now there are just a shitload of suggestions, and also some major stuff that needs to be done before release.

Subject: Re: Just a little hint...
Posted by CarrierII on Thu, 07 Aug 2008 19:21:43 GMT

Then ignore our suggestions and get on with the anti-cheat please, so us moderators can get back to playing and not typing !kick all the damn time please.

Subject: Re: Just a little hint...
Posted by Jamie or NuneGa on Thu, 07 Aug 2008 21:21:11 GMT

I agree to hell with fixing all the bugs, get the anti cheat stuff done, give that to us(so we can watch people get bad overnight). You can do all the g33ky coder stuff that you think just has to be right later . Besides some nerd will prolly have a new cheat out for you to block by the time you finally get done.

If you guys are expecting to be done for good eventually, sorry to say it won't happen the workload will decrease but there will always be a mandai out there who finds it fun to make cheats.

Subject: Re: Just a little hint...
Posted by [NE]Fobby[GEN] on Thu, 07 Aug 2008 21:59:18 GMT

I'd say take your time and deal with as many bugs/issues/fixes as possible... as well take the necessary precautions in revising the fixes. This definitely is not something to rush.

It may also be better to release everything in one pack rather than multiple ones.

Subject: Re: Just a little hint...
Posted by blly on Fri, 08 Aug 2008 00:30:55 GMT
View Forum Message <> Reply to Message

[NEFobby[GEN] wrote on Thu, 07 August 2008 16:59]It may also be better to release everything in one pack rather than multiple ones.
wrong. you lose at life

just release the anti cheat and major bugs first

and the reticle per weapon.

Subject: Re: Just a little hint...
Posted by nikki6ixx on Fri, 08 Aug 2008 02:37:33 GMT
View Forum Message <> Reply to Message

Wow, we have some really unappreciative assholes around here.

They're doing this free, and for the benefit of you, so cut them a break.

Subject: Re: Just a little hint...
Posted by gkl21 on Fri, 08 Aug 2008 02:40:05 GMT
View Forum Message <> Reply to Message

blly wrote on Thu, 07 August 2008 19:30[NEFobby[GEN] wrote on Thu, 07 August 2008 16:59]It may also be better to release everything in one pack rather than multiple ones.
wrong. you lose at life

just release the anti cheat and major bugs first

and the reticle per weapon.

says the guy with location of " ONLINE ALL DAY EVERY DAY ..."

...

Any bugs should be released all in one. This is basically what the patch is being made for; then approaching to EA with the list and hopes of getting it approved.

Minor things such as rectiles per weapon, radio, new additions to the gameplay are not bugs, so it should not even be considered at this point. Possibly in future developments after it has been approved and all bugs have been fixed.

In the end, of course there will be other patches. There always is for any program out there. Take the Microsoft or Linux (or even MAC) operation systems. New patches, new versions every x amount of time. Once everyone sees the big picture, this would be much easier to understand.

Subject: Re: Just a little hint...
Posted by TruYuri on Fri, 08 Aug 2008 03:06:11 GMT
View Forum Message <> Reply to Message

gkl21 wrote on Thu, 07 August 2008 21:40
Minor things such as rectiles per weapon, radio, new additions to the gameplay are not bugs, so it should not even be considered at this point. Possibly in future developments after it has been approved and all bugs have been fixed.

You seem to forget that the scripts.dll is not only for Renegade. APB, AR, Reborn, etc all have heavy use of it, and if they want to have custom reticles and other such features in them, then they should be able to. Renegade sits there and remains unchanged (except for the bug fixes and enhancements), the mods around it push the engine far beyond what Renegade did. They need these features that "shouldn't be considered".

Subject: Re: Just a little hint...
Posted by gkl21 on Fri, 08 Aug 2008 03:13:24 GMT
View Forum Message <> Reply to Message

TruYuri wrote on Thu, 07 August 2008 22:06gkl21 wrote on Thu, 07 August 2008 21:40
Minor things such as rectiles per weapon, radio, new additions to the gameplay are not bugs, so it should not even be considered at this point. Possibly in future developments after it has been approved and all bugs have been fixed.

You seem to forget that the scripts.dll is not only for Renegade. APB, AR, Reborn, etc all have heavy use of it, and if they want to have custom reticles and other such features in them, then they should be able to. Renegade sits there and remains unchanged (except for the bug fixes and enhancements), the mods around it push the engine far beyond what Renegade did. They need these features that "shouldn't be considered".

Yes, they should be able to add them. But since they are not bugs / glitches, instead addons, to me, they wouldn't seem as important for the initial release. Making the time line longer just loses a greater amount of faith in projects (at least this is what history has shown).

Subject: Re: Just a little hint...

Posted by Goztow on Fri, 08 Aug 2008 06:29:51 GMT
View Forum Message <> Reply to Message

The big unknown factor in all this is EA. They can promise whatever they like, I still need to see them push this patch.

Subject: Re: Just a little hint...
Posted by ErroR on Fri, 08 Aug 2008 07:59:18 GMT
View Forum Message <> Reply to Message

I suggest that everyone has only 1 thread for all his opinions, suggestion, bugs so it wont be crawling with threads.

Subject: Re: Just a little hint...
Posted by Goztow on Fri, 08 Aug 2008 08:40:16 GMT
View Forum Message <> Reply to Message

No, it's better to do one topic per suggestion so people can discuss each suggestion.

Subject: Re: Just a little hint...
Posted by blly on Fri, 08 Aug 2008 15:28:15 GMT
View Forum Message <> Reply to Message

gkl21 wrote on Thu, 07 August 2008 21:40blly wrote on Thu, 07 August 2008 19:30[NEFobby[GEN] wrote on Thu, 07 August 2008 16:59]It may also be better to release everything in one pack rather than multiple ones.
wrong. you lose at life

just release the anti cheat and major bugs first

and the reticle per weapon.

says the guy with location of " ONLINE ALL DAY EVERY DAY ..."

...

Any bugs should be released all in one. This is basically what the patch is being made for; then approaching to EA with the list and hopes of getting it approved.

Minor things such as rectiles per weapon, radio, new additions to the gameplay are not bugs, so it should not even be considered at this point. Possibly in future developments after it has been approved and all bugs have been fixed.

In the end, of course there will be other patches. There always is for any program out there. Take the Microsoft or Linux (or even MAC) operation systems. New patches, new versions every x amount of time. Once everyone sees the big picture, this would be much easier to understand. ok gkl, lets make a teary-eyed post saying im leaving orever, then hang around still LOLOLOLLO

what really needs to be done is get the big bug fixes out ASAP, like the keys heli glitch, the bluescreen, anti-cheat, those just off the top of my head. make that your priority. then, when thats done, and we see the number of cheaters go down and the glitching fuckers like axeldogg get shit on every game then the second patch will be done!!!!!!!!!!!!!!

and gkl is a fag

Subject: Re: Just a little hint...
Posted by ErroR on Fri, 08 Aug 2008 17:49:19 GMT
View Forum Message <> Reply to Message

For sometime i had no idea what tt meant and was hanging only around mod forum

---

Subject: Re: Just a little hint...
Posted by StealthEye on Fri, 08 Aug 2008 21:03:18 GMT
View Forum Message <> Reply to Message

Currently, we place all these little things on our todo list, however not each of them will probably be done in the patch. EA indeed is a unknown factor at this time, we want to be sure to have a good quality patch for that reason though, so we have the biggest chance on getting it done. Less important things will only be done when there is time for it. Meaning when not every coder can work on an other feature at that point.