
Subject: beta test TT patch

Posted by [Hitman](#) on Fri, 04 Dec 2009 12:44:21 GMT

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is this going down anytime soon?
and will it be a public or private beta?

Subject: Re: beta test TT patch

Posted by [GEORGE ZIMMER](#) on Fri, 04 Dec 2009 12:46:26 GMT

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I dare you to go 3 months without making a topic asking when it's gonna be out.

Subject: Re: beta test TT patch

Posted by [Hitman](#) on Fri, 04 Dec 2009 12:48:05 GMT

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i dont accept

actually i'll make one every day starting now.

Subject: Re: beta test TT patch

Posted by [EvilWhiteDragon](#) on Fri, 04 Dec 2009 12:52:41 GMT

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I'll ask Mr. Goztie to ban you then Saves us time writing about tests and such in redundant topics.

Subject: Re: beta test TT patch

Posted by [Hitman](#) on Fri, 04 Dec 2009 13:35:49 GMT

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ok but just a small hint for your next 'TT Project':

dont make big posts about what is going to be done if u cant even get it done within 2 years lol(cant even show anything that has been done other than some upgraded water texture that no1 even wants), maybe the mayan calender really is counting down till tt patch release... even thought i'd be surprised seeing it be released that early considering how defensive all you guys when it comes to stuff related to this patch

Subject: Re: beta test TT patch
Posted by [Jerad2142](#) on Fri, 04 Dec 2009 16:07:49 GMT
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Hitman wrote on Fri, 04 December 2009 06:35cant even show anything that has been done other than some upgraded water texture that no1 even wants
gtfo

Subject: Re: beta test TT patch
Posted by [lion](#) on Fri, 04 Dec 2009 21:41:09 GMT
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Hitman wrote on Fri, 04 December 2009 07:35ok but just a small hint for your next 'TT Project':

dont make big posts about what is going to be done if u cant even get it done within 2 years lol
Maybe because they couldn't know beforehand it would take 2 years?

Subject: Re: beta test TT patch
Posted by [GEORGE ZIMMER](#) on Fri, 04 Dec 2009 23:13:14 GMT
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Because water reflection is the only thing they've shown.

Yep, the other changes certainly are always described perfectly with screenshots, therefore if there's no screenshots of them, they must not exist.

Subject: Re: beta test TT patch
Posted by [HaTe](#) on Sat, 05 Dec 2009 00:54:52 GMT
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People make updates for a game for the players, the least we can do is give them time and respect.

Subject: Re: beta test TT patch
Posted by [BlueThen](#) on Sat, 05 Dec 2009 02:02:49 GMT
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Can you be any more ignorant?

Subject: Re: beta test TT patch
Posted by [halo2pac](#) on Sat, 05 Dec 2009 05:20:58 GMT
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Shut the hell up and wait like everyone else.

oo shiny water

Subject: Re: beta test TT patch
Posted by [rnutk](#) on Sat, 05 Dec 2009 11:09:47 GMT
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HaTe wrote on Fri, 04 December 2009 18:54People make updates for a game for the players, the least we can do is give them time and respect.

and it will be useless soon, because no players will remain.

Subject: Re: beta test TT patch
Posted by [EvilWhiteDragon](#) on Sat, 05 Dec 2009 12:01:09 GMT
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GEORGE ZIMMER wrote on Sat, 05 December 2009 00:13Because water reflection is the only thing they've shown.

Yep, the other changes certainly are always described perfectly with screenshots, therefore if there's no screenshots of them, they must not exist.
Indeed, it's hard to screenshot having no blue hell bug, or being able to always access PT's even if something went wrong with joining and rejoining.
There is rather little visible change, hell, there isn't even a lot of gameplay change, it's just improved in terms of efficiency and much less annoying bugs.
Hell, even the netcode should be more efficient so less lag prone, but those are all things that you just can't capture in a picture and even in a vid it would be hard.

Subject: Re: beta test TT patch
Posted by [CarrierII](#) on Sat, 05 Dec 2009 18:03:25 GMT
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No response to his second question: Will it be a public or private beta?

Subject: Re: beta test TT patch
Posted by [ChewML](#) on Sat, 05 Dec 2009 18:40:07 GMT

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You guys should just post random SS of coding to shut people up, lols.

Subject: Re: beta test TT patch
Posted by [cmatt42](#) on Sun, 06 Dec 2009 06:40:57 GMT

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rrutk wrote on Sat, 05 December 2009 05:09and it will be useless soon, because no players will remain.

Still waiting on this Ren-apture

Subject: Re: beta test TT patch
Posted by [HaTe](#) on Sun, 06 Dec 2009 15:30:08 GMT

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cmatt42 wrote on Sun, 06 December 2009 07:40rrutk wrote on Sat, 05 December 2009 05:09and it will be useless soon, because no players will remain.

Still waiting on this Ren-apture

Whose fault with that be if no players remain? If you quit before giving them the chance to release it, it isn't their fault. I find it hard to believe that the are purposely going slow, just to annoy us.

Subject: Re: beta test TT patch
Posted by [dr3w2](#) on Mon, 07 Dec 2009 05:13:15 GMT

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I recommend screenshots of the VCS log commits to shut people the fuck up who clearly have no understanding of what you guys are doing

Subject: Re: beta test TT patch
Posted by [Gen_Blacky](#) on Mon, 07 Dec 2009 08:40:37 GMT

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When its done its done now everybody sit.

Subject: Re: beta test TT patch
Posted by [jonwil](#) on Mon, 07 Dec 2009 09:40:01 GMT

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Work is proceeding, in fact I posted another build for APB/AR/Reborn to test just today.

Subject: Re: beta test TT patch
Posted by [Tiesto](#) on Mon, 07 Dec 2009 16:06:53 GMT
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CarrierII wrote on Sat, 05 December 2009 19:03No response to his second question: Will it be a public or private beta?
This.

Subject: Re: beta test TT patch
Posted by [Goztow](#) on Mon, 07 Dec 2009 17:21:23 GMT
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I would hope first private, then followed by public.

Subject: Re: beta test TT patch
Posted by [Caveman](#) on Mon, 07 Dec 2009 17:32:59 GMT
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By the sounds of it its already being privately tested. Well atleast parts of it. So one can only assume it will be officially publicly released sooner or later

Subject: Re: beta test TT patch
Posted by [TruYuri](#) on Mon, 07 Dec 2009 17:43:51 GMT
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Caveman wrote on Mon, 07 December 2009 11:32By the sounds of it its already being privately tested. Well atleast parts of it. So one can only assume it will be officially publicly released sooner or later

I can assure you all that the Bluehell Productions Testing team dedicates a lot of time to testing 4.0. 4.0 is definitely coming along and while I obviously don't have a release date, the wait is absolutely worth it.

Subject: Re: beta test TT patch
Posted by [Goztow](#) on Mon, 07 Dec 2009 19:11:45 GMT
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With all due respect, I doubt that any of the APB or Reborn testers would notice a balance issue even if it was sky high.

Subject: Re: beta test TT patch

Posted by [EvilWhiteDragon](#) on Mon, 07 Dec 2009 22:13:48 GMT

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Goztow wrote on Mon, 07 December 2009 20:11 With all due respect, I doubt that any of the APB or Reborn testers would notice a balance issue even if it was sky high.

The only balance changes done so far are pointfix and being able to shoot below you on certain maps. The rest shouldn't really affect balance.

Btw, why does everyone understand the shooting below you bug while at least 30% doesn't understand the point fix at all, and perhaps 60%-70% that only seem to grasp the concept, but not exactly what the change is?

Subject: Re: beta test TT patch

Posted by [GEORGE ZIMMER](#) on Mon, 07 Dec 2009 23:36:31 GMT

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Goztow wrote on Mon, 07 December 2009 13:11 With all due respect, I doubt that any of the APB or Reborn testers would notice a balance issue even if it was sky high.

For Renegade, or for their respective mods?

Subject: Re: beta test TT patch

Posted by [cmatt42](#) on Tue, 08 Dec 2009 02:59:39 GMT

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Goztow wrote on Mon, 07 December 2009 13:11 With all due respect, I doubt that any of the APB or Reborn testers would notice a balance issue even if it was sky high.

I don't see what bug testing has to do with Renegade's balance.

Subject: Re: beta test TT patch

Posted by [Goztow](#) on Tue, 08 Dec 2009 07:26:34 GMT

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For Renegade of course.

I'm fully aware that TT shouldn't include balance changes, but the keyword here is should. I want to be damn sure it doesn't before it's pushed. The fact if something is a bug or a balance issue can be different in the eye of the beholder, as was shown in the past.

Subject: Re: beta test TT patch

Posted by [mac](#) on Tue, 08 Dec 2009 11:20:04 GMT

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CarrierII wrote on Sat, 05 December 2009 13:03No response to his second question: Will it be a public or private beta?

Both.

Subject: Re: beta test TT patch

Posted by [cmatt42](#) on Tue, 08 Dec 2009 18:17:34 GMT

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Goztow wrote on Tue, 08 December 2009 01:26For Renegade of course.

I'm fully aware that TT shouldn't include balance changes, but the keyword here is should. I want to be damn sure it doesn't before it's pushed. The fact if something is a bug or a balance issue can be different in the eye of the beholder, as was shown in the past.

I think this is the most nonsensical post I've ever seen you write.

Subject: Re: beta test TT patch

Posted by [Wiener](#) on Tue, 08 Dec 2009 19:16:27 GMT

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cmatt42 wrote on Tue, 08 December 2009 12:17Goztow wrote on Tue, 08 December 2009 01:26For Renegade of course.

I'm fully aware that TT shouldn't include balance changes, but the keyword here is should. I want to be damn sure it doesn't before it's pushed. The fact if something is a bug or a balance issue can be different in the eye of the beholder, as was shown in the past.

I think this is the most nonsensical post I've ever seen you write.

I've seen worse from him

Serious, what do you mean? Goz is absolutely right imo.

example: you use 1 remote and switch to another weapon before you have the 2nd remote at hand. Now you go back to remotes and still have to wait to get it. Fixing it can be seen as fixing a bug. Others might say it changes the balance between the one using remotes and the one trying to prevent it

Subject: Re: beta test TT patch

Posted by [GEORGE ZIMMER](#) on Tue, 08 Dec 2009 21:14:27 GMT

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Goztow wrote on Tue, 08 December 2009 01:26 For Renegade of course.

I'm fully aware that TT shouldn't include balance changes, but the keyword here is should. I want to be damn sure it doesn't before it's pushed. The fact if something is a bug or a balance issue can be different in the eye of the beholder, as was shown in the past.

Ok, thought so, just checking.

The thing is, most of the "bugfixes" that testers of APB and Reborn may find, will probably only be applied to their respective mods. That's why Spooky's there, as far as I know- to make sure things that can potentially change up balance quite a lot don't go through without ensuring it's actually a bug or to get the community's input on it. Otherwise, they'll only be in for the mods that want the fixes, AFAIK.

And anyways, most of the balance testing we'd be doing is to ensure that a buggy can't kill a titan in 5 seconds flat. I don't think many people will go too far into the technical bugs of Renegade's engine until after the majority of actual balance problems are worked out. By then, TT will be out anyways.

Subject: Re: beta test TT patch

Posted by [TruYuri](#) on Wed, 09 Dec 2009 00:24:24 GMT

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GEORGE ZIMMER wrote on Tue, 08 December 2009 15:14

The thing is, most of the "bugfixes" that testers of APB and Reborn may find, will probably only be applied to their respective mods. That's why Spooky's there, as far as I know- to make sure things that can potentially change up balance quite a lot don't go through without ensuring it's actually a bug or to get the community's input on it. Otherwise, they'll only be in for the mods that want the fixes, AFAIK.

You'd be surprised how many engine-wide and downright terrible bugs that affected everything as a whole we've encountered.

Subject: Re: beta test TT patch

Posted by [Chronojam](#) on Wed, 09 Dec 2009 01:54:47 GMT

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Goztow wrote on Mon, 07 December 2009 14:11 With all due respect, I doubt that any of the APB or Reborn testers would notice a balance issue even if it was sky high.

I think we've done a fine job, although I can't speak for the Reborn testers since most are MIA.

Beyond "balance" issues like the empty unit point fix that I insisted be made a toggle-able option, we've been pushing to see (for example) various LevelEdit flaws finally get confronted which extends the life of the game by enabling what modders there are. Or being able to adjust how long

an abandoned vehicle stays "teamed" so you cannot hide behind an empty "neutral" unit.

I'm sure lots of servers would be interested in trying out gameplay without Power Plant loss doubling and/or delaying builds, a core APB feature anybody will be able to experiment with. And spamming refill during combat? Yeah, being able to allocate a lockout timer is a great thing. Some people might think it's a "home field advantage" but I think it's cheap.

We were also huge proponents of disallowing vehicle-infantry combo reloads; you know, the fact you can use a tank coupled with a PIC/railgun to easily multiply your DPS. Of course, once again, it's optional. If you think that's skill to tap E twice while clicking in the middle, leave it on.

Reaching a balance is not something we're new to. That's why we have <http://apb.mp-gaming.com/?act=balance> after all, because it is a great concern to us.

Suffice to say though, there's a lot more at stake than shiney water.
