
Subject: Re: Introducing Tiberian Technologies!
Posted by [luv2pb](#) on Sat, 21 Jun 2008 21:37:12 GMT
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StealthEye wrote on Sat, 21 June 2008 16:32mac wrote on Sat, 21 June 2008 22:05There have been talks with Electronic Arts, and they support this, if the community supports it. This is as simple as it can be.

That answers your question, doesn't it?

Actually that is totally worthless. What I want to know is how your going to get the community to support this so that EA will do it. Here is how this plays out, you have all these servers on board which is sweet. Then you have a player base where about 30% of the players download this. Lets face it this isn't going to get any better of attention or downloads than Renguard, maps or anything else. After a little while servers like Jelly get sick of running at 30% capacity and switch back to the non TT renegade. You are also going to have people that are going to provide servers based on non TT Renegade to fill the gap where the big players like Jelly and N00bstories were for that other 70%. That is a situation EA wants nothing to do with ... assuming they actually intend to follow through on their word. Which to present everyone on your team knows hasn't happened.

Of course I'm just picking easy numbers and using Jelly as an example based on their history with things like Renguard.
