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Subject: Re: January 1 - 2010

Posted by [Starbuzz](#) on Sun, 01 Aug 2010 23:59:20 GMT

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HYPNOS!

If you have played APB and Reborn, you will see that they are basically reskinned versions of Renegade (as CarrierII pointed out).

For example, take the Reborn weapons. They are the same weapons from Renegade and use the same "damage system" but have different models, different textures, and a different lightshow (lol).

You can take any of the W3D mods and replace all the custom chars in them with the ones from Renegade. Adjust the hit points and damage and you are back to Renegade. You see?

So it doesn't matter if TT's developements are tested on those mods OR on Renegade, they would create the same results that the TT team can use to make further changes.

I don't know what you mean by bug testing. I think most of Renegade's in-game bugs has already have fixes for them. The only bugs will be on the "code" and "scripts" and whatever that would apply for the entire W3D package.

For example, the water texture that Crimson posted a while ago. It will be the same water texture on APB, Reborn and on Renegade. TT made the graphical updates and though I am clueless on how it works, the changes can be seen in any game that utilises the W3D engine. TT does not have to test the texture in Renegade to see how it would turn out. They can test it of APB or Reborn or whatever else mod is out there.

I am clueless on how the internal stuff of the patch works but I think I kinda explained it on the right track.

edit:

Hypnos wrote on Fri, 30 July 2010 08:42 If these teams are already familiar with bug hunting, why do they not do the bug hunting on Renegade itself and not one of it's siblings?

also to answer this question, you just gotta see EWD's post:

EvilWhiteDragon wrote on Fri, 30 July 2010 03:24

The beta teams are actually bughunting, and have more experience in this than a new Renegade beta team would.

that's kinda what I thought. Those beta testers at APB and Reborn know what they are doing. If they find a bug there, it will probably be the same bug in Renegade.

So as EWD said, this is much easier than having to assemble a bughunt team for Renegade specially...who probably will be inexperienced compared to the teams at APB and Reborn.

again, I am clueless on how this process works but I hope I am seeing it right. If not correct me someone.

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