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Subject: Re: What happens after the first release?  
Posted by [jonwil](#) on Sun, 29 Aug 2010 06:43:03 GMT  
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EA never promised to ship anything over the patcher as such. What they said is that if we come up with something good enough, they will evaluate it and will consider allowing it to be shipped over the patcher.

Tiberian Technologies has put a lot of effort into making sure that all features used by stock renegade (and 90% of the scripts 3.4.4 features) are backwards compatible with scripts 4.0. All players using scripts 3.4.4 or stock renegade (or old scripts versions like 2.9.2) will be able to join a scripts 4.0 server (or SSGM 4.0 server). All players using scripts 4.0 will be able to join a server with stock renegade or previous scripts (including previous SSGM).

The plan is that we will publish a beta that may or may not be 100% complete. (just so we can get something out there) Then during the beta cycle the remaining items from our todo list will get done and included in future betas. Once we have something stable enough, we will look into approaching EA about pushing it over the patcher.

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