EvilWhiteDragon wrote on Sun, 07 November 2010 10:01the one where you can crash a server with a particular UDP packet.

I believe there was a quiete easy way to fix it. All it involved was a hexedit on your serverfds...

So the current problems are the 'many' 'Bug' 'exploits' in Renegade and a AutoDownloader + an auto updater.

Fixing bug and exploits is something that is a job for life in Renegade so you could easily pick some of the most important to fix and put the others on hold.

Autodownloader is also something secondary.

Auto updater however is something very important. I'm wondering wasn't it possible to backwards patch Renguard to a stable version and the re-patch it into something usefull.
(With stable version I don't mean that it should have been cheatproof.)

One of the hardest things I believe that TT had to face was to choose what is important to fix or not.
I think TT got lost there.

Also stop sending out false hope and show something real.
In terms of beta tests, screenshots or changelogs or anything.