
Subject: Re: Forced release upon all Renegade users?
Posted by [StealthEye](#) on Tue, 30 Aug 2011 23:15:32 GMT
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I don't think there are any technical difficulties in pushing it through the update system. We had some kind of agreement that with the community's support it would be possible to push this build over WOL/XWIS, but the change of community managers may make that quite a bit harder, since as far as I know we talked only/mostly to Apoc.

The reason for backwards compatibility is simple: we have to have something to show before we can think about pushing it through the update system. The best way to do that is to have it run alongside the existing games without splitting up the community in a TT and a non-TT part during the beta period. It would indeed have been much easier not to maintain backwards compatibility, but we thought it is much more easily adopted this way.
