
Subject: Sooooo...

Posted by [Jamie or NuneGa](#) on Fri, 04 Jul 2008 21:06:52 GMT

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whats the eta... 3 months?

Subject: Re: Sooooo...

Posted by [TD](#) on Fri, 04 Jul 2008 22:20:42 GMT

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When your mom stops singing

Subject: Re: Sooooo...

Posted by [EvilWhiteDragon](#) on Fri, 04 Jul 2008 23:02:10 GMT

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NuneGa wrote on Fri, 04 July 2008 23:06whats the eta... 3 months?

Or more

or less.....

Who knows?

Subject: Re: Sooooo...
Posted by [Craziac](#) on Sat, 05 Jul 2008 04:28:52 GMT
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http://www.renegadeforums.com/index.php?t=msg&th=29414&start=0&rid=23190#msg_num_7

Subject: Re: Sooooo...
Posted by [KobraOps](#) on Wed, 09 Jul 2008 14:25:05 GMT
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With this coding im guessing there isnt a set time it could take someone a day to figure out to fix a bug or acouple weeks.

Subject: Re: Sooooo...

Posted by [CarrierII](#) on Wed, 09 Jul 2008 14:26:43 GMT

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All they've got access to is the machine code as well, so it really is reading binary and working out what it means. It can take ages. They're good though.

Subject: Re: Sooooo...

Posted by [Ghostshaw](#) on Wed, 09 Jul 2008 14:31:08 GMT

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Actually its not binary its assembly , but yeah its alot more work then just looking at the code. The fact that someone of the WW programmers where clearly mentally disturbed doesn't help much.

Subject: Re: Sooooo...

Posted by [jnz](#) on Wed, 09 Jul 2008 14:50:00 GMT

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Ghostshaw wrote on Wed, 09 July 2008 15:31 Actually its not binary its assembly , but yeah its alot more work then just looking at the code. The fact that someone of the WW programmers where clearly mentally disturbed doesn't help much.

I bet most of the code they wrote came out of the coffee machine.

Subject: Re: Sooooo...

Posted by [=HT=T-Bird](#) on Wed, 09 Jul 2008 17:15:48 GMT

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TBH, WW had a good object-oriented design going for the time. The implementations are butt-ugly though, and some of the interfaces would be respecified using higher-level classes (is there anything good about char* other then the fact that it's a tiny smidgen faster then using std::string? Not really...when char*s show up, sloppy, buggy, and often exploitable code is soon to follow) had Renegade been designed in the context of 1998 Standard C++ as opposed to the pre-standard dialect they were working with at the time. On top of that, Renegade was rushed to release at about version 0.5.

Subject: Re: Sooooo...

Posted by [StealthEye](#) on Wed, 09 Jul 2008 23:47:28 GMT

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Hofstadter's Law

It always take longer than you expect, even if you take Hofstadter's Law into account.

That's why we will not make any estimates.
