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Subject: Version Number?

Posted by [Jerad2142](#) on Sun, 12 Oct 2008 00:43:39 GMT

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Shouldn't it be 1.04 after the TT patch... I mean this is a lot of changes/fixes and add ons, in fact I think it should almost be 1.1 with the addition of the auto map downloading program. 1.038 just seems like it should just be game play tweaks...

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Subject: Re: Version Number?

Posted by [BlueThen](#) on Sun, 12 Oct 2008 03:05:02 GMT

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This is the release number, I don't think the features really have an effect on this.

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Subject: Re: Version Number?

Posted by [Craziac](#) on Sun, 12 Oct 2008 06:24:11 GMT

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Err.. am I the only one who doesn't care if it stays at 1.037? Lol.

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Subject: Re: Version Number?

Posted by [raven](#) on Sun, 12 Oct 2008 07:21:42 GMT

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Stewie wrote on Sun, 12 October 2008 01:24Err.. am I the only one who doesn't care if it stays at 1.037? Lol.

Nope.

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Subject: Re: Version Number?

Posted by [Ghostshaw](#) on Sun, 12 Oct 2008 09:06:56 GMT

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We've called it 1.038 for now, this is in no way the final number or even indicative. Ultimately its up to EA what version number it gets anyway.

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Subject: Re: Version Number?

Posted by [StealthEye](#) on Sun, 12 Oct 2008 13:58:03 GMT

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Indeed. It probably needs to change for the updater though, so 1.037 is probably not possible

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anyway. We'll see though. I don't think it really matters much..

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Subject: Re: Version Number?

Posted by [Jerad2142](#) on Wed, 15 Oct 2008 18:33:38 GMT

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[http://en.wikipedia.org/wiki/Software\\_versioning](http://en.wikipedia.org/wiki/Software_versioning)

My argument why it does matter.

This is going to be a big change, the version number should correspond with that.

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Subject: Re: Version Number?

Posted by [StealthEye](#) on Wed, 15 Oct 2008 18:42:34 GMT

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You'll have to be a bit more specific... That page does not give an argument on itself, apparently you mean something that is in there but it would be more clear if you'd just tell us instead of giving a link and make us guess.

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Subject: Re: Version Number?

Posted by [jnz](#) on Wed, 15 Oct 2008 19:19:11 GMT

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Jerad Gray wrote on Wed, 15 October 2008 19:33[http://en.wikipedia.org/wiki/Software\\_versioning](http://en.wikipedia.org/wiki/Software_versioning)  
My argument why it does matter.

This is going to be a big change, the version number should correspond with that.

It doesn't have to correspond with anything, they can call it whatever they want.

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Subject: Re: Version Number?

Posted by [\\_SSnipe\\_](#) on Wed, 15 Oct 2008 19:30:01 GMT

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RoShamBo wrote on Wed, 15 October 2008 12:19Jerad Gray wrote on Wed, 15 October 2008 19:33[http://en.wikipedia.org/wiki/Software\\_versioning](http://en.wikipedia.org/wiki/Software_versioning)

My argument why it does matter.

This is going to be a big change, the version number should correspond with that.

It doesn't have to correspond with anything, they can call it whatever they want.

Ya even version 284.435.53

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Subject: Re: Version Number?

Posted by [Jerad2142](#) on Tue, 21 Oct 2008 17:59:19 GMT

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SSnipe wrote on Wed, 15 October 2008 13:30RoShamBo wrote on Wed, 15 October 2008

12:19Jerad Gray wrote on Wed, 15 October 2008

19:33[http://en.wikipedia.org/wiki/Software\\_versioning](http://en.wikipedia.org/wiki/Software_versioning)

My argument why it does matter.

This is going to be a big change, the version number should correspond with that.

It doesn't have to correspond with anything, they can call it whatever they want.

Ya even version 284.435.53

One short of your IP? jk lol

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Subject: Re: Version Number?

Posted by [Jamie or NuneGa](#) on Tue, 21 Oct 2008 20:11:42 GMT

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Ghostshaw wrote on Sun, 12 October 2008 10:06We've called it 1.038 for now, this is in no way the final number or even indicative. Ultimately its up to EA what version number it gets anyway.

they'll prolly try to give it drm

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Subject: Re: Version Number?

Posted by [MGamer](#) on Tue, 21 Oct 2008 20:29:14 GMT

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Nune wrote on Tue, 21 October 2008 15:11Ghostshaw wrote on Sun, 12 October 2008

10:06We've called it 1.038 for now, this is in no way the final number or even indicative. Ultimately its up to EA what version number it gets anyway.

they'll prolly try to give it drm

>:O

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Subject: Re: Version Number?

Posted by [Ghostshaw](#) on Tue, 21 Oct 2008 21:55:08 GMT

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They probably don't have the resources to do that, so I highly doubt it, besides adding DRM to a game without modifying the source and not breaking scripts.dll would be damn near impossible.

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Subject: Re: Version Number?

Posted by [MGamer](#) on Wed, 22 Oct 2008 06:36:23 GMT

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Ghostshaw wrote on Tue, 21 October 2008 16:55 They probably don't have the resources to do that, so I highly doubt it, besides adding DRM to a game without modifying the source and not breaking scripts.dll would be damn near impossible.

:D

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Subject: Re: Version Number?

Posted by [Jamie or NuneGa](#) on Wed, 22 Oct 2008 17:09:09 GMT

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Ghostshaw wrote on Tue, 21 October 2008 22:55 They probably don't have the resources to do that, so I highly doubt it, besides adding DRM to a game without modifying the source and not breaking scripts.dll would be damn near impossible.

its was a joke my man, poking fun at the way ea functions.

really need a sarcasm emoticon on this site.

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Subject: Re: Version Number?

Posted by [Caveman](#) on Wed, 22 Oct 2008 17:29:51 GMT

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<----- sarcasm....

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Subject: Re: Version Number?

Posted by [F1r3st0rm](#) on Wed, 22 Oct 2008 18:26:17 GMT

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