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Subject: almost 1 year

Posted by [Jamie or NuneGa](#) on Wed, 06 May 2009 01:39:21 GMT

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so just over a month to go until the one year since you guys announced your patch.

I'm wondering whether you will release the patch then...

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Subject: Re: almost 1 year

Posted by [RTsa](#) on Wed, 06 May 2009 09:04:52 GMT

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Doubt it.

Would be cool to get it soon though.

Is there some problem you haven't been able to solve? Or is it just that there's so much to do and you've something called real lives as well?

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Subject: Re: almost 1 year

Posted by [saberhawk](#) on Wed, 06 May 2009 09:54:02 GMT

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RTsa wrote on Wed, 06 May 2009 05:04Doubt it.

Would be cool to get it soon though.

Is there some problem you haven't been able to solve? Or is it just that there's so much to do and you've something called real lives as well?

We definitely have something called a "real life". My real life consists of being a student working towards a degree in Real-time Interactive Simulation, which is certainly a field filled with heavy mathematics; it usually results in little free time that isn't spoken for

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Subject: Re: almost 1 year

Posted by [rutk](#) on Wed, 06 May 2009 11:39:51 GMT

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but, from my point of view, the question is permissible.

one year ago the patch was announced and a statement given, simplified: all runs well, we preceded well and the patch is far advanced in development.

hm, and now: still far advanced in development?

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or came so many new things up over this year to build in, that it's outgrown?

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Subject: Re: almost 1 year  
Posted by [jnz](#) on Wed, 06 May 2009 11:47:04 GMT  
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No one here is paying for this patch, and we don't have to oblige to even create it. No one is stopping you hiring your own team of programmers to create it yourself. I'm not giving out any information regarding it, I will leave that to Crimson and Mac.

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Subject: Re: almost 1 year  
Posted by [mac](#) on Wed, 06 May 2009 11:50:14 GMT  
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There's some sort of progress report in the form of a interview in the pipeline, which is still awaiting proofreading. Should be released soon.

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Subject: Re: almost 1 year  
Posted by [BLA»Îµl4Î²ÃL](#) on Wed, 06 May 2009 12:55:23 GMT  
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mac wrote on Wed, 06 May 2009 06:50 There's some sort of progress report in the form of a interview in the pipeline, which is still awaiting proofreading. Should be released soon.

When you say "Should be released soon" are you talking about the interview or the patch itself? No interviews about progress plx..

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Subject: Re: almost 1 year  
Posted by [Hitman](#) on Wed, 06 May 2009 12:57:44 GMT  
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just think its weird that when the patch was actually announced(a year ago) crimson said ALOT of work was already done, and it was in progress for like 6 months then, its been a year since then and there isn't even a release date or anything ;/

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Subject: Re: almost 1 year  
Posted by [RTsa](#) on Wed, 06 May 2009 13:30:27 GMT  
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Hitman wrote on Wed, 06 May 2009 15:57 just think its weird that when the patch was actually announced (a year ago) crimson said ALOT of work was already done, and it was in progress for like 6 months then, its been a year since then and there isn't even a release date or anything ;/ I doubt we'll ever get a release date. That's just how it is with non-commercial products most of the time.

(except for something like, "possibly next week")

Looking forward to the interview.

And Saberhawk, the real life part of the question was irrelevant and only added as a joke, kinda. Still, I hope there aren't any problems you guys aren't able to solve somehow.

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Subject: Re: almost 1 year

Posted by [Hitman](#) on Wed, 06 May 2009 13:31:46 GMT

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BLuel4bel wrote on Wed, 06 May 2009 07:55 mac wrote on Wed, 06 May 2009 06:50 There's some sort of progress report in the form of a interview in the pipeline, which is still awaiting proofreading. Should be released soon.

When you say "Should be released soon" are you talking about the interview or the patch itself?

No interviews about progress plx..

what do u think einstein...

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Subject: Re: almost 1 year

Posted by [mac](#) on Wed, 06 May 2009 15:03:25 GMT

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You guys probably don't realize how much work in this project is involved. We're basically rewriting renegade almost from the ground up. This includes gameplay mechanics, graphics, anti cheat, resource downloader, bugfixes to the engine code and much more. This literally takes years to complete. Renegade was designed and released in a 5 years timeframe with a full team. We're just a bunch of guys.

This isn't just a major version of a scripts.dll release (2.0 => 3.0), it's a almost complete REWRITE. Re-writing takes time. Lots of time.

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Subject: Re: almost 1 year

Posted by [BLÅ»Îµl4Î²ÅªL](#)

on Wed, 06 May 2009 15:15:37 GMT

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Ok, i guess TT will never come, and even when it does it'll be too late. I appreciate you guys are working on this don't get me wrong, but an anti cheat + a few bug fixes would be MORE then enough.

Fuck the engine code, the resource downloader and all the other bullshit, everybody loved ren this way for years, all we need is a anti-cheat and we can play another 5 years.

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Subject: Re: almost 1 year  
Posted by [MrC](#) on Wed, 06 May 2009 15:30:04 GMT  
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Blue's right if i were u guys i'd really think about releasing the anticheat since waiting for a few more years would cause cw.cc league to die and probably renegade to die soon after. maybe u could release the rest within periods of time.

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Subject: Re: almost 1 year  
Posted by [rutk](#) on Wed, 06 May 2009 16:02:36 GMT  
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BLuel4bel wrote on Wed, 06 May 2009 11:15Ok, i guess TT will never come, and even when it does it'll be too late. I appreciate you guys are working on this don't get me wrong, but an anti cheat + a few bug fixes would be MORE then enough.

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bullshit. cannot see the damn standard maps on the server any longer. we need the resource downloader.

how long u wanna play those bunch of maps? for again 7 years?

//

well, i can imagine thats a crikey lot of work to do. The question here is about, that in the beginning it was told, that "a lot of work" is already done, EA is contacted about the patch, the patch will be stone solid and all that. it sounded rly like "nearly done".

Quote:

mac: 21.6.2008

Release schedule will be announced later. There will be lots of public beta testing (several months with various beta builds). We have to get this patch in its final state as stable as humanly possible.. if the entire community supports it, EA can approve this, as it has been communicated.

Quote:

Crimson, 21.6.2008

We don't have a date set in stone yet but we do have a LOT of stuff already done, too. Don't look for this to be done in the next month but we needed to make sure with you guys that we were on

the right track with something the community wants and needs.

One year ago there was talked about "Release schedule will be announced later." Now its: "No release dates".

One year ago it was "we do have a LOT of stuff already done". Now it sounds like an neverending project.

You dont need to be pissed, if people are asking about progress.

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Subject: Re: almost 1 year  
Posted by [jnz](#) on Wed, 06 May 2009 16:04:50 GMT  
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In my personal opinion, this patch is not going to change \*much\* in terms of cheaters. Simple mods to servers can make it very difficult for most cheaters. Just enforcing scripts 3.4.4 stops "are gee haych" providing "no operation" doesn't release another version of it.

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Subject: Re: almost 1 year  
Posted by [BLÃ»Îµl4Î²ÃªL](#) on Wed, 06 May 2009 16:13:24 GMT  
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rrutk wrote on Wed, 06 May 2009 11:02BLue14bel wrote on Wed, 06 May 2009 11:15Ok, i guess TT will never come, and even when it does it'll be too late. I appreciate you guys are working on this don't get me wrong, but an anti cheat + a few bug fixes would be MORE then enough.

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Do you want me to make a poll, and see for yourself howmany people would play the standard maps no matter what? Every game is different, no matter howmany times you played the map.

Maybe you "cannot see" the standard maps anymore, i'll play complex another 5000 times.

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Subject: Re: almost 1 year

Posted by [rrutk](#) on Wed, 06 May 2009 16:24:01 GMT

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BLuel4bel wrote on Wed, 06 May 2009 11:13 Do you want me to make a poll, and see for yourself howmany people would play the standard maps no matter what? Every game is different, no matter howmany times you played the map. Maybe you "cannot see" the standard maps anymore, i'll play complex another 5000 times.

U rly wanna check, who plays the maps more often?


This is just one month. 5000 times (the bunch of maps) is just ~1,5 years. I guess, I played it RLY often over the last years and I have a right to say, the fun drops constantly with those years and without new maps.

I have no doubt, that a lot more fun would be ingame with some new maps.

## File Attachments

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1) [ladder\\_small.jpg](#), downloaded 1432 times



**Renegade WOL Ladder BETA**

Search player name or jump to rank:

[Top](#) [Next -->](#)

Rank	Player	Points	Kills	Deaths	K/D	Games
1	<a href="#">DeViTTo</a>	57139	4299	1730	2.48	395
2	<a href="#">angel6</a>	47780	4701	972	4.84	221
3	<a href="#">WykydVamp</a>	44446	2348	1928	1.22	449
4	<a href="#">triggas</a>	38054	2527	1577	1.6	238
5	<a href="#">LtColSnow</a>	36379	3951	2565	1.54	376
6	<a href="#">stoned09</a>	34453	4456	459	9.71	199
7	<a href="#">muratarum</a>	33667	7082	1089	6.5	569
8	<a href="#">Dethice</a>	33172	1275	1496	0.85	333
9	<a href="#">WNxStoner</a>	32303	3448	2435	1.42	265
10	<a href="#">rrutk2</a>	31723	1631	1583	1.03	238

Subject: Re: almost 1 year

Posted by [BLÃ»Îµl4Î²ÃªL](#)

on Wed, 06 May 2009 16:33:03 GMT

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rrutk wrote on Wed, 06 May 2009 11:24BLue14bel wrote on Wed, 06 May 2009 11:13Do you want me to make a poll, and see for yourself howmany people would play the standard maps no matter what? Every game is different, no matter howmany times you played the map. Maybe you "cannot see" the standard maps anymore, i'll play complex another 5000 times.

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I have no doubt, that a lot more fun would be ingame with some new maps.

..lol

I think you don't understand what i'm trying to say here, but ok. Anyway, i agree with you saying it would be more fun, but it isn't really needed. On the other hand, the anti-cheat is.

It would only cost TT more time making the patch. If it's possible, they could release the other things in periods.

---

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Subject: Re: almost 1 year

Posted by [rrutk](#) on Wed, 06 May 2009 16:35:02 GMT

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yes, if possible, they should release a few patches.

but because it should be EA approved, may be, only one is rly possible.

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Subject: Re: almost 1 year

Posted by [Jamie or NuneGa](#) on Wed, 06 May 2009 16:56:03 GMT

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same thing being said again again...

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Subject: Re: almost 1 year

Posted by [Reaver11](#) on Wed, 06 May 2009 17:27:25 GMT

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I think that is just the point in order to get TT through the auto-patcher from EA they will have to make something very good. Which of course will take up a lot of time.

And patching Renegade without the source code is a hard job so I really respect what TT is doing.

However the only thing I'm wondering is what will be in the patch? What will be changed?

Therefore I can really understand Blue4Bels statement. Tbh I think resource downloader, widescreen support, nice Logitech keyboard counters, launching Renegade through steam or whatsoever are secondary. I'm not saying it is bad that TT fixes these but don't go in over feature mode.

On the other hand I don't think only releasing anti-cheat as a patch is a smart thing to do.

Apart from the engine fixes, net code fixes, anti-cheat (these are the main issues which I really want to see fixed) there are other things of interest. Like the high quality weapon models for the 3rd person view. Or the extra vehicle shells/wrecks (for the artillery, stank etc I believe Diehard was working on those [since now the vehicle shell/wreck function is unbalanced]). Or fixing the gdi/nod logos on the tanks. Ravenshaws shadowmesh. Are things like this going to be fixed/added???

The only thing I cannot understand is why do serverowners get permission to block certain skins? I mean if the pure server mode would make sure that a client will only load out of his always.dat then that would be perfect. Besides the pure server you should have a standard mode where all skins are allowed. (I think most of the shooters out today have a pure mode and a standard mode).

Example: As a start up skinner you have just made a good looking skin set for the gdi tanks but the server owner doesn't want the medtank to be modded. That will render your skinset useless, since the medtank won't fit in.

I do have to say that modelmods are something completely different since changing some things could really give you an advantage. But still I do not think server owners should have the right to allow/block certain mods.

I do not say my story about allow/blocking certain models/skins is bullet proof. See it as a note of concern regarding that issue. Since if you have made errors in this unconventional system it could be a nail in the coffin for startup skimmers/modders.

All in all I have to say TT is doing a good job. I really respect what you guys are doing. I hope you can really release a good patch that will allow Renegade to be playable for years to come.

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Subject: Re: almost 1 year  
Posted by [Scrin](#) on Wed, 06 May 2009 17:38:16 GMT  
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THAT ONE IS A FUCKING-NO LIFE WHORE!!!!!!  
he is a disabled MaCdonald's veteran

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Subject: Re: almost 1 year  
Posted by [Genesis2001](#) on Wed, 06 May 2009 19:55:47 GMT  
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All this talk about "you guys should release this" isn't doing any good. It's just complaints.

As mac stated, "You guys probably don't realize how much work in this project is involved" - this is true. I don't know everything they're doing, only what's been released to the public, but they're doing a good job from what I can see/read.

[/rant]

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Subject: Re: almost 1 year  
Posted by [KobraOps](#) on Wed, 06 May 2009 21:48:53 GMT  
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There is no point to keep saying "just release the anti-cheat"  
They have designed the code so that it is all connected(its almost impossible to have done it any other way). So once its all ready it will all be released. It isnt possible for them to just release the anti-cheat part.

However, it looks like they are going to fix everything that needs fixing so if ppl would stop posting retarded ideas for them to read and reject it would probably go faster.

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Subject: Re: almost 1 year  
Posted by [cmatt42](#) on Wed, 06 May 2009 23:51:30 GMT  
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BLuel4bel wrote on Wed, 06 May 2009 11:33l think you don't understand what i'm trying to say here, but ok. Anyway, i agree with you saying it would be more fun, but it isn't really needed. On the other hand, the anti-cheat is.

We already have BIATCH holding us over, and it's doing very well. Empty fan map servers are doing worse because hardly anyone wants to download and install the maps manually, and several times for every map.

Quote:It would only cost TT more time making the patch. If it's possible, they could release the other things in periods.

Wrong. Going back and just releasing the anticheat and bugfixes would take much longer than to simply just keep plowing through. This has been mentioned sufficiently enough; all of the systems are too tightly knit together to take apart.

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Subject: Re: almost 1 year

Posted by [BLÃ»Îµl4Î²ÃªL](#)

on Thu, 07 May 2009 09:11:15 GMT

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cmatt42 wrote on Wed, 06 May 2009 18:51 We already have BIATCH holding us over, and it's doing very well. Empty fan map servers are doing worse because hardly anyone wants to download and install the maps manually, and several times for every map.

Uhuh and when is BIATCH going to stop rgGh and velocity? and all the other sneaky cheats? I don't give a f about the empty fanmaps servers, i care about empty RENEGADE because of cheaters.

cmatt42 wrote on Wed, 06 May 2009 18:51

Wrong. Going back and just releasing the anticheat and bugfixes would take much longer than to simply just keep plowing through. This has been mentioned sufficiently enough; all of the systems are too tightly knit together to take apart.

I guess we have to wait years for the release like mac said, that's probably when 80% of the ren players moved on. nice tt patch

---

Subject: Re: almost 1 year

Posted by [nopol10](#) on Thu, 07 May 2009 09:30:08 GMT

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Somehow, I do not see the relevance of the point about cheaters causing Renegade to be less popular than before. There is also a high possibility that cheaters will be able to bypass the new system, its just a matter of whether they want to.

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Subject: Re: almost 1 year

Posted by [ArtyWh0re](#) on Thu, 07 May 2009 09:54:08 GMT

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rrutk wrote on Wed, 06 May 2009 11:24 BLuel4bel wrote on Wed, 06 May 2009 11:13 Do you want me to make a poll, and see for yourself howmany people would play the standard maps no matter what? Every game is different, no matter howmany times you played the map. Maybe you "cannot see" the standard maps anymore, i'll play complex another 5000 times.

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often over the last years and I have a right to say, the fun drops constantly with those years and without new maps.

I have no doubt, that a lot more fun would be ingame with some new maps.

Not completely relevant but my theory is that the only reason they want to play these boring maps over and over

and not playing new maps is because they want to stay as pros in their own little world.

They are afraid that when they start playing new maps they will be newbies.

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Subject: Re: almost 1 year

Posted by [ArtyWh0re](#) on Thu, 07 May 2009 10:00:13 GMT

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BLuel4bel wrote on Wed, 06 May 2009 11:13 Do you want me to make a poll, and see for yourself how many people would play the standard maps no matter what? Every game is different, no matter how many times you played the map. Maybe you "cannot see" the standard maps anymore, I'll play complex another 5000 times.

The thing is Complex is basically the same thing over and over. Nod gets Artys and whore Ref etc.

Maybe on the odd occasion something else might happen like APC rush etc. But to me Complex is my least favorite standard map.

When ever it is the next map in a rotation I have a 50 percent chance of leaving to doing something else.

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Subject: Re: almost 1 year

Posted by [Goztow](#) on Thu, 07 May 2009 11:58:22 GMT

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There's a lot of variety already on standard maps. I can understand why people want fanmaps. I'm personally afraid server owners may just pick any fanmap and disgust players because of the bugs, unbalance, ... It'll be up to the server owners to take the task of testing fanmaps seriously.

I do agree: cheaters have made a lot of regular players leave. Current cheats are very hard to catch, hence it's impossible to say if someone killed you because of skill or cheats. I'm not just thinking of \*cheat name removed\* but also of advantage skins and the likes. People using them even claim that it's normal to use them. That's very frustrating for players who want an even play level.

I still believe in the TT patch but I believe it's getting time to see progress. Renegade won't be along forever.

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Subject: Re: almost 1 year  
Posted by [rrutk](#) on Thu, 07 May 2009 13:27:35 GMT  
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m00nLiTe wrote on Thu, 07 May 2009 04:54  
Not completely relevant but my theory is that the only reason they want to play these boring maps over and over and not playing new maps is because they want to stay as pros in their own little world. They are afraid that when they start playing new maps they will be newbies.

yes, this is true for a lot of players, i guess.  
they know the standard maps like their own flat, standard procedures FTW all the way.

Personally, I miss the CP2 maps.

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Subject: Re: almost 1 year  
Posted by [lion](#) on Thu, 07 May 2009 14:21:02 GMT  
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Goztow wrote on Thu, 07 May 2009 06:58  
I still believe in the TT patch but I believe it's getting time to see progress. Renegade won't be along forever.  
Totally agreed. This is the main issue. At a certain point in time this TT patch will relatively not be needed anymore because no one is playing this game anymore.

And plz don't come with an argument like "ppl thought ren would be dead 4 years ago, and yet we're still here". People are leaving renegade as we speak.

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Subject: Re: almost 1 year  
Posted by [rrutk](#) on Fri, 08 May 2009 11:42:32 GMT  
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lion wrote on Thu, 07 May 2009 09:21 People are leaving renegade as we speak.

i think, that's true. ~1 year ago ren ladder was showing a total of approx. 16.000 players a month. now it's about ~11.000

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