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Subject: Will TT be out, before playercount drops down to nearly zero

Posted by [rrutk](#) on Wed, 25 Nov 2009 10:51:14 GMT

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Will TT be out, before playercount drops down to nearly zero?

Are the developers playing themselves regularly to realize the reality?

Well, I don't think, that TT will increase playercount a lot.

But it would be nice to enjoy its features and due the auto-map-downloader may be some games on new or CP maps, before the game will die finally.

As everyone who plays daily should have realized, since the summer playercount drops "dramatically" and also a lot of former regulars disappeared. Esp. on NS. There are weekends now with ~15 players in, a year before most WE games were full.

This time end of ren is rly near, only a core of players will remain soon.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Sladewill](#) on Wed, 25 Nov 2009 11:57:13 GMT

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I've noticed an increase in my server, more than ever players joining

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [EvilWhiteDragon](#) on Wed, 25 Nov 2009 12:03:30 GMT

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Unless you plan on paying professional programmers for us, we have to do this in our free time. This means that we can only do so much...

And yes, we know that Renegade is losing players, we run servers our self. NS in this case isn't totally reliable measure, because of the Exodus incident.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Goztow](#) on Wed, 25 Nov 2009 12:12:27 GMT

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Server owners are finally starting to realize that having 20 times more player slots than players is useless. I predict the number of servers will drop even more and hope the remaining players will

be concentrated in the remaining servers.

Still, it's important for TT to be released ASAP but nor we, nor them can really help in that.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [rrutk](#) on Wed, 25 Nov 2009 12:43:03 GMT

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Goztow wrote on Wed, 25 November 2009 06:12 Server owners are finally starting to realize that having 20 times more player slots than players is useless. i predict the number of servers will drop even more and hope the remaining players will be concentrated in the remaining servers.

Still, it's important for TT to be released ASAP but nor we, nor them can really help in that.

am glad that others realized it too.

would have no problem to change and move the topic like this "what may the community do to react on loss of players?"

concentrate the remaining users in a few servers may a good idea.

and concerning NS/Exodus: both are very often nearly empty now.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [DRNG](#) on Wed, 25 Nov 2009 12:50:59 GMT

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It usually fills up around 11 - 5 EST, when its nearly the weekend. As for the other days, I blame Mondays, Tuesdays and Wednesdays.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [lion](#) on Wed, 25 Nov 2009 12:51:23 GMT

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rrutk wrote on Wed, 25 November 2009 05:51 Will TT be out, before playercount drops down to nearly zero?

That is indeed the right question to ask. But as Goztow already mentioned; nor we, nor them can really help in that.

However, maybe TT could give an update again about the procedures. I think we have not heard that much on the process in the past 2 (?) months...

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Goztow](#) on Wed, 25 Nov 2009 13:11:07 GMT

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There's currently around 50 public servers for Renegade. This disregards passworded servers. In other words: it's still way too much for the amount of active players.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Renardin6](#) on Wed, 25 Nov 2009 13:40:47 GMT

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I second that.

Cut the patch in 2. Release something now, add another patch later.

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [raven](#) on Wed, 25 Nov 2009 14:18:44 GMT

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They've said it before and they'll say it again

They can't split it, everything is interconnected in one way or another. Just let them do their thing, it's all volunteer work as it is. It will be done when it's done.

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Dover](#) on Wed, 25 Nov 2009 15:02:15 GMT

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It's not like our opinions matter here at all, but if they did I would vote that everyone calm down and wait it out. I'd rather have a good solid TT patch than one that's rushed or split or faulty. And if playercounts drop to zero and Renegade finally "dies" as has been predicted since like 2006...then it's time finally came.

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [EvilWhiteDragon](#) on Wed, 25 Nov 2009 17:13:31 GMT

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Renardin6 wrote on Wed, 25 November 2009 14:40: I second that.

Cut the patch in 2. Release something now, add another patch later.

Like reborn first released an infantry only mod, and then released the rest?

Oh, wait no, they haven't released the rest. They intend to release the rest..

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [EvilWhiteDragon](#) on Wed, 25 Nov 2009 17:14:37 GMT

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Dover wrote on Wed, 25 November 2009 16:02It's not like our opinions matter here at all, but if they did I would vote that everyone calm down and wait it out. I'd rather have a good solid TT patch than one that's rushed or split or faulty. And if playercounts drop to zero and Renegade finally "dies" as has been predicted since like 2006 2004...then it's time finally came.

Fixed.

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Dover](#) on Wed, 25 Nov 2009 18:03:56 GMT

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---

EvilWhiteDragon wrote on Wed, 25 November 2009 09:13Renardin6 wrote on Wed, 25 November 2009 14:40I second that.

Cut the patch in 2. Release something now, add another patch later.

Like reborn first released an infantry only mod, and then released the rest?

Oh, wait no, they haven't released the rest. They intend to release the rest..

OOOH BURN

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [YazooGang](#) on Wed, 25 Nov 2009 19:56:18 GMT

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If the autodownloader allows the player to download custom models that are in the server, i will be more than happy to make a mod server for ren

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Stumpy](#) on Thu, 26 Nov 2009 00:18:55 GMT

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The point is if playercount drops to zero all your coding (and what all of your team done for it) was useless.

I think you need a Project manager, who is managing the full thing of TT...

Other Question:

Can you tell us who is still active for the project?

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [cmatt42](#) on Thu, 26 Nov 2009 02:53:59 GMT

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Hey Nod-stradamus, people have been saying Renegade is going to die for years

I have yet to see it happen

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [lion](#) on Thu, 26 Nov 2009 09:11:06 GMT

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cmatt42 wrote on Wed, 25 November 2009 20:53Hey Nod-stradamus, people have been saying Renegade is going to die for years

I have yet to see it happen

Define dieing...

Playercount is dropping as we speak, how is that not dieing?

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Di3HardNL](#) on Thu, 26 Nov 2009 09:30:13 GMT

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---

Don't split the patch in 2.

We want a patch that fixes renegade bugs instead of adding even more bugs

Because when you release a non-finished patch thats probably what's gonna happen

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [RTsa](#) on Thu, 26 Nov 2009 12:38:07 GMT

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Di3HardNL wrote on Thu, 26 November 2009 11:30Because when you release a non-finished patch thats probably what's gonna happen

And if it's bad enough, people won't want to play anymore.

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Dover](#) on Thu, 26 Nov 2009 16:41:19 GMT

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RTsa wrote on Thu, 26 November 2009 04:38Di3HardNL wrote on Thu, 26 November 2009

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11:30Because when you release a non-finished patch thats probably what's gonna happen  
And if it's bad enough, people won't want to play anymore.

Then Finn speaks wisdom.

---

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Renardin6](#) on Thu, 26 Nov 2009 22:16:14 GMT  
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EvilWhiteDragon wrote on Wed, 25 November 2009 11:13Renardin6 wrote on Wed, 25 November 2009 14:40I second that.

Cut the patch in 2. Release something now, add another patch later.  
Like reborn first released an infantry only mod, and then released the rest?  
Oh, wait no, they haven't released the rest. They intend to release the rest..

It wasn't a critic. And actually the release of our mod as a public beta DEPENDS of TT and Script 4.0. ...  
So why do you say that? You know we use a beta version of what TT does.

---

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [cmatt42](#) on Fri, 27 Nov 2009 02:40:37 GMT  
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lion wrote on Thu, 26 November 2009 03:11Define dieing...  
Playercount is dropping as we speak, how is that not dieing?  
Hang on now, I said "is going to die" not "dying". Huge difference.

---

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [EvilWhiteDragon](#) on Fri, 27 Nov 2009 10:19:07 GMT  
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Renardin6 wrote on Thu, 26 November 2009 23:16EvilWhiteDragon wrote on Wed, 25 November 2009 11:13Renardin6 wrote on Wed, 25 November 2009 14:40I second that.

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Oh, wait no, they haven't released the rest. They intend to release the rest..

It wasn't a critic. And actually the release of our mod as a public beta DEPENDS of TT and Script

---

4.0. ...

So why do you say that? You know we use a beta version of what TT does.

So I understand that the moment TT comes out/public beta, you're releasing Reborn? Interesting...

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Renardin6](#) on Fri, 27 Nov 2009 14:58:08 GMT

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Indeed. Our internal beta becomes public beta. (as our leader said: Darkangel)

---

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [rrutk](#) on Sat, 28 Nov 2009 10:34:10 GMT

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cmatt42 wrote on Wed, 25 November 2009 20:53Hey Nod-stradamus, people have been saying Renegade is going to die for years

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and so playercount is dropping for years now...and it will die, its only a question of time.

im playing for years now...and hey, if u compare the situation/gamefun NOW with, e.g. 2005/2006, its a joke now.

our question should be, how to make "rens last days" as good as possible.

---

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Stefan](#) on Sat, 28 Nov 2009 10:40:35 GMT

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rrutk wrote on Sat, 28 November 2009 04:34cmatt42 wrote on Wed, 25 November 2009 20:53Hey Nod-stradamus, people have been saying Renegade is going to die for years

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---

Renegade isn't the only game that would benefit from TT. Think APB, Reborn, BFD and all other mods out there. Plenty of people still play those mods.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Crimson](#) on Sat, 28 Nov 2009 10:55:37 GMT

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EvilWhiteDragon wrote on Wed, 25 November 2009 10:14Dover wrote on Wed, 25 November 2009 16:02It's not like our opinions matter here at all, but if they did I would vote that everyone calm down and wait it out. I'd rather have a good solid TT patch than one that's rushed or split or faulty. And if playercounts drop to zero and Renegade finally "dies" as has been predicted since like 2006 2004 it came out...then it's time finally came.

Fixed.

Fixed.

NS is rarely empty. I graph how many players are in the server every 5 minutes, have for years now. We empty out 2-3 times a week, tops, and it's generally for an hour or two at most. Compared to a year ago, traffic is only very slightly lower, maybe 2-3 players average.

The faildus bullshit didn't really affect us at all, in any aspect you can measure.

Rather than trying to explain why our traffic levels are a bad measure, you should first investigate whether there is any truth to that allegation.

QED.

---

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [EvilWhiteDragon](#) on Sun, 29 Nov 2009 11:47:05 GMT

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Crimson wrote on Sat, 28 November 2009 11:55EvilWhiteDragon wrote on Wed, 25 November 2009 10:14Dover wrote on Wed, 25 November 2009 16:02It's not like our opinions matter here at all, but if they did I would vote that everyone calm down and wait it out. I'd rather have a good solid TT patch than one that's rushed or split or faulty. And if playercounts drop to zero and Renegade finally "dies" as has been predicted since like 2006 2004 it came out...then it's time finally came.

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The faildus bullshit didn't really affect us at all, in any aspect you can measure.

Rather than trying to explain why our traffic levels are a bad measure, you should first investigate whether there is any truth to that allegation.

QED.

I was only stating that it is impossible to define a decent measurement based on one server, if anything you should base it on all servers or at the least the top 10 servers.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Rocky](#) on Sun, 29 Nov 2009 15:19:14 GMT

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well i quit playing renegade because i have some stupid lag with win vista / win 7... unfortunately my new pc doesn't support WinXP and i can't find any drivers for WinXP.

i read that TT will improve stability with win vista. so if TT will be released you can be sure to have +/- 3 new (or are we old?...) players

i think a lot of people quit playing renegade because it doesnt work very well on win vista / win 7. at least my friends did so.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Wiener](#) on Sun, 29 Nov 2009 17:46:47 GMT

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everybody i know playing ren on win7 (including myself) says it works like charm. Might post your problem so ppl could help solving it?

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Goztow](#) on Sun, 29 Nov 2009 18:46:33 GMT

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True: I got everything working on Win7 .

---

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [rutk](#) on Sun, 29 Nov 2009 18:50:08 GMT

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no problems with vista at all

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Spyder](#) on Sun, 29 Nov 2009 19:04:37 GMT

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Goztow wrote on Sun, 29 November 2009 19:46True: I got everything working on Win7 .

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Omar007](#) on Sun, 29 Nov 2009 20:50:29 GMT

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DimitryK wrote on Sun, 29 November 2009 20:04Goztow wrote on Sun, 29 November 2009 19:46True: I got everything working on Win7 .

Same here.

And yes it will be out before player count is 0. I'll still be there

---

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Dover](#) on Mon, 30 Nov 2009 06:58:23 GMT

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Renardin6 wrote on Thu, 26 November 2009 23:16EvilWhiteDragon wrote on Wed, 25 November 2009 11:13Renardin6 wrote on Wed, 25 November 2009 14:40I second that.

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So why do you say that? You know we use a beta version of what TT does.

I'll pretend this explains the lack of major updates between the buggy infantry-only beta and the announcement of TT. Does it really take an engine-wide patch to get vechs working?

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Carrierll](#) on Mon, 30 Nov 2009 17:15:49 GMT

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Dover wrote on Mon, 30 November 2009 06:58Renardin6 wrote on Thu, 26 November 2009 23:16EvilWhiteDragon wrote on Wed, 25 November 2009 11:13Renardin6 wrote on Wed, 25 November 2009 14:40I second that.

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Probably, if any of their vechs fly (properly).

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [GEORGE ZIMMER](#) on Wed, 02 Dec 2009 02:23:50 GMT

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Dover wrote on Mon, 30 November 2009 00:58Renardin6 wrote on Thu, 26 November 2009 23:16EvilWhiteDragon wrote on Wed, 25 November 2009 11:13Renardin6 wrote on Wed, 25 November 2009 14:40I second that.

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...I'm going to pretend you're joking, because a large majority of Reborn's vehicles actually do require TT in order to function properly- not to mention many other features.

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Dover](#) on Wed, 02 Dec 2009 03:30:20 GMT

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Let's not shit ourselves. Does getting Nod Buggys and wolverines done require an engine-wide

patch? Maybe they can't do everything they want to have done at the moment, but there's little excuse for basically not having moved from that infantry only beta released oh so many months ago.

---

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [GEORGE ZIMMER](#) on Wed, 02 Dec 2009 03:58:30 GMT

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Dover wrote on Tue, 01 December 2009 21:30Let's not shit ourselves. Does getting Nod Buggys and wolverines done require an engine-wide patch? Maybe they can't do everything they want to have done at the moment, but there's little excuse for basically not having moved from that infantry only beta released oh so many months ago.

While I do agree the infantry beta coulda been loads better and they could have atleast had a few more patches, they're a bit too far into using a shitton of TT scripts to get rid of them now and release something. It'd be nice, but it's unlikely to happen now.

---

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Dover](#) on Wed, 02 Dec 2009 04:14:12 GMT

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GEORGE ZIMMER wrote on Tue, 01 December 2009 19:58Dover wrote on Tue, 01 December 2009 21:30Let's not shit ourselves. Does getting Nod Buggys and wolverines done require an engine-wide patch? Maybe they can't do everything they want to have done at the moment, but there's little excuse for basically not having moved from that infantry only beta released oh so many months ago.

While I do agree the infantry beta coulda been loads better and they could have atleast had a few more patches, they're a bit too far into using a shitton of TT scripts to get rid of them now and release something. It'd be nice, but it's unlikely to happen now.

It's not a matter of releasing something now, it's about releasing something between yesterday and a year ago or whenever the infantry beta was. It's a shining example of why splitting releases never works.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [EvilWhiteDragon](#) on Wed, 02 Dec 2009 10:16:46 GMT

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Agreed with Dover. Particularly because TT wasn't announced let alone available for the Reborn team when the inf beta was released.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [reborn](#) on Wed, 02 Dec 2009 11:53:33 GMT

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Wasn't announced, but the reborn mod team knew before the announcement. The reborn mod team are way too far 'in bed' with TT to release anything without it now.

But anyway, offtopic?

---

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [argathol3](#) on Wed, 02 Dec 2009 12:41:21 GMT

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Infantry beta was so much win.

I still have hope for Reborn though...even though its been "a while".

If TT can keep the cheaters out then take your time fellas.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Dover](#) on Wed, 02 Dec 2009 20:36:20 GMT

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reborn wrote on Wed, 02 December 2009 03:53Wasn't announced, but the reborn mod team knew before the announcement. The reborn mod team are way too far 'in bed' with TT to release anything without it now.

But anyway, offtopic?

It's not a matter of releasing anything without it now. I've never been a big fan of the TS arc of the C&C story, and I'm not that excited for Reborn's eventual full release. Frankly, I don't care about any of that. You're missing my point.

Earlier in the thread, Renardin advocated splitting TT in two, releasing something now and something later. I'm using Reborn as an example as to why that's a terrible idea. Splitting a release is a cop-out that lowers standards. It caters to procrastination, and leads to the development team resting on their laurels. Maybe Reborn can get away with that, but TT is too important to be compromised so easily.

inb4 more "Well, we would release it now, but..."

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Renardin6](#) on Thu, 03 Dec 2009 14:08:25 GMT

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It was just a suggestion. I don't force anyone to follow it.

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Jerad2142](#) on Thu, 03 Dec 2009 18:52:01 GMT

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Look at the bright side, if they release when player count is 0 no one will bitch about points fix

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Dover](#) on Thu, 03 Dec 2009 19:22:49 GMT

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Renardin6 wrote on Thu, 03 December 2009 06:08It was just a suggestion. I don't force anyone to follow it.

Of course you don't. Because you can't.

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Renardin6](#) on Thu, 03 Dec 2009 23:40:58 GMT

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right. so what is your point?

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Dover](#) on Thu, 03 Dec 2009 23:46:45 GMT

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Renardin6 wrote on Thu, 03 December 2009 15:40right. so what is your point?

You say: "Split TT in two! Release something now, and finish the rest later!"

My point: That's a shitty idea.

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [GEORGE ZIMMER](#) on Fri, 04 Dec 2009 05:38:31 GMT

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TT's different from Reborn, though.

I think it WOULD be good if they COULD release it separately, but apparently they can't. Or rather, it'd take just as much work to have the unfinished stuff not be in as it would to just plain finish it and get the whole patch out anyways. So we'll just have to wait, unfortunately.

Same shit goes for Reborn, kinda.

---

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Renardin6](#) on Fri, 04 Dec 2009 12:22:33 GMT

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Dover wrote on Thu, 03 December 2009 17:46Renardin6 wrote on Thu, 03 December 2009 15:40right. so what is your point?

You say: "Split TT in two! Release something now, and finish the rest later!"

My point: That's a shitty idea.

Everyone can have his own opinion. Thx for contributing to... nothing. lol

Zimmer, I like your way of thinking.

Dover, learn something and understand my request:

"DarkAngel""Crusader1"I guess we going to wait and see what happends, but even tho the scripts 4.0 is released would you still have to do more testing any way to see if every think working fine?

Scripts 4.0 is so integrated into Reborn that it would take me a very long time to get everything removed and changed back to the way things used to be done. A lot of testing would have to take place to see if things still function correctly. If I was to remove scripts 4.0 you would overall get a game that is not enjoyable, with servers that would quickly die out and waste my time. You all would be happy for a matters of days before you asked for countless patches that would not come because you would have already received software that is a year old and is essentially un-patchable until Scripts 4.0 is released. The beta that you will receive shortly after Scripts 4.0 is released should be enjoyable to play, I find it enjoyable, and will receive support and patches. Everyone will have to wait.

Quick list of changes needed to be **UNDONE** and **REDONE** later:

- Scopes (would need to be converted back to old methods)
- Jumpjet (no animations)
- Underground (would be not existent)
- Large amount of INI entries would need to be reverted back or removed.
- Game's EXE would need to be reverted back to it's old state.
- Level editor would need to be reverted back to it's old state.
- Countless presets would need to be altered back to their old state.
- Tick Tank would not deploy.
- Water would be removed.
- ALL AI turrets would need to be reverted back to their old state.
- ALL AI turrets would miss walking vehicles most of the time.
- ALL AI turrets would shoot at stealth units.
- The return of "Blue Hell".
- You will have one unfinished level. I would have to spend my time undoing things rather than going farther into production. I create the levels for this game.
- Much, much more.

quoted from there : <http://www.cncreborn.eu/forum3/viewtopic.php?f=4&t=3236&st=0&sk=t&amp;sd=a&start=15>

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [rrutk](#) on Sat, 05 Dec 2009 13:27:23 GMT

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delete/wrong forum.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Chronojam](#) on Wed, 09 Dec 2009 08:53:45 GMT

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So I hear those guys over at A Path Beyond are simultaneously working on two new releases, one that has Scripts 4.0.0 and one that has Scripts 3.4.4 and includes a large number of new updates, features, and fixes despite not having access to the newer features.

These are APB builds 2.0.0 and 1.3.0 respectively.

I've been told by those in-the-know that 1.3.0 is slated to have every map touched up, numerous infantry balancing tweaks, an overhaul of the armor system, a new completely-cleaned strings database, new voice-acted replacements for all the old radio commands, backported fixes for helipad exploits and demolition truck "safeties," updated building interiors and replacement of many elevator chokepoints, a new launcher, redone font, tweaks to the cameras, and even pretty new water for all the maps that have it to replace the old stock blue crap that was too overused but without requiring any new Scripts.dll shader effects. Plus a lot more, including a massive overhaul to the MP-Gaming official gameserver companion web interface to have cumulative clan scoring support and new awards to earn.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Dover](#) on Wed, 09 Dec 2009 09:09:04 GMT

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Chronojam wrote on Wed, 09 December 2009 00:53So I hear those guys over at A Path Beyond are simultaneously working on two new releases, one that has Scripts 4.0.0 and one that has Scripts 3.4.4 and includes a large number of new updates, features, and fixes despite not having access to the newer features.

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Holy shit! All this without 4.0! It's almost as if those guys at APB are interested in actually creating a mod! Maybe that team should take over Reborn's development. Then something might actually get done!

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [EvilWhiteDragon](#) on Wed, 09 Dec 2009 14:49:28 GMT

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Dover wrote on Wed, 09 December 2009 10:09Chronojam wrote on Wed, 09 December 2009 00:53So I hear those guys over at A Path Beyond are simultaneously working on two new releases, one that has Scripts 4.0.0 and one that has Scripts 3.4.4 and includes a large number of new updates, features, and fixes despite not having access to the newer features.

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Holy shit! All this without 4.0! It's almost as if those guys at APB are interested in actually creating releasing a mod! Maybe that team should take over Reborn's development. Then something might actually get done!

Fixed.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Renardin6](#) on Wed, 09 Dec 2009 14:53:29 GMT

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Chronojam wrote on Wed, 09 December 2009 02:53So I hear those guys over at A Path Beyond are simultaneously working on two new releases,

Aren't you one of those guys?

BTW: test offer accepted, meet me on msn.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [cnc95fan](#) on Thu, 10 Dec 2009 22:56:05 GMT

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Renardin6 wrote on Wed, 09 December 2009 08:53Chronojam wrote on Wed, 09 December 2009 02:53So I hear those guys over at A Path Beyond are simultaneously working on two new releases,

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Jerad2142](#) on Sat, 16 Jan 2010 03:53:20 GMT

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Chronojam wrote on Wed, 09 December 2009 02:53

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Dover](#) on Sat, 16 Jan 2010 08:39:09 GMT

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Jerad Gray wrote on Fri, 15 January 2010 19:53Chronojam wrote on Wed, 09 December 2009 02:53

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Tiesto](#) on Sun, 17 Jan 2010 02:35:59 GMT

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Why are you always so angry?

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [EvilWhiteDragon](#) on Mon, 18 Jan 2010 08:10:44 GMT

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Dover wrote on Sat, 16 January 2010 09:39Jerad Gray wrote on Fri, 15 January 2010

19:53Chronojam wrote on Wed, 09 December 2009 02:53

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Dover has a point.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Jerad2142](#) on Mon, 18 Jan 2010 18:20:14 GMT

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EvilWhiteDragon wrote on Mon, 18 January 2010 01:10Dover wrote on Sat, 16 January 2010

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Dover has a point.

Anyone know how the ants are coming along?

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Dover](#) on Mon, 18 Jan 2010 21:29:50 GMT

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Jerad Gray wrote on Mon, 18 January 2010 10:20EvilWhiteDragon wrote on Mon, 18 January

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Jerad2142](#) on Tue, 19 Jan 2010 07:20:04 GMT

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Dover wrote on Mon, 18 January 2010 14:29Jerad Gray wrote on Mon, 18 January 2010 10:20EvilWhiteDragon wrote on Mon, 18 January 2010 01:10Dover wrote on Sat, 16 January 2010 09:39Jerad Gray wrote on Fri, 15 January 2010 19:53Chronojam wrote on Wed, 09 December 2009 02:53

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Dover](#) on Tue, 19 Jan 2010 11:24:51 GMT

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Jerad Gray wrote on Mon, 18 January 2010 23:20Dover wrote on Mon, 18 January 2010 14:29Jerad Gray wrote on Mon, 18 January 2010 10:20EvilWhiteDragon wrote on Mon, 18

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [cnc95fan](#) on Tue, 19 Jan 2010 20:39:27 GMT

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Dover wrote on Mon, 18 January 2010 15:29Jerad Gray wrote on Mon, 18 January 2010 10:20EvilWhiteDragon wrote on Mon, 18 January 2010 01:10Dover wrote on Sat, 16 January 2010 09:39Jerad Gray wrote on Fri, 15 January 2010 19:53Chronojam wrote on Wed, 09 December 2009 02:53

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I wouldn't say all the mods as we have mapped out in planning stages of single player in both

BFD and SCUD Storm, with some levels put into practice.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [TruYuri](#) on Tue, 19 Jan 2010 23:31:34 GMT

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Jerad Gray wrote on Tue, 19 January 2010 01:20

Nah they started a year ago and gave up, and it was going to be a multiplayer feature.

We haven't given up on it. It's a post-Gamma feature, so it's not a priority right now.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [GEORGE ZIMMER](#) on Wed, 20 Jan 2010 01:32:22 GMT

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Dover wrote on Tue, 19 January 2010 05:24

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Dover](#) on Wed, 20 Jan 2010 06:59:49 GMT

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GEORGE ZIMMER wrote on Tue, 19 January 2010 17:32Dover wrote on Tue, 19 January 2010 05:24

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You're right. "done" is a bad word to use. How about "have a full, public release"?

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [GEORGE ZIMMER](#) on Wed, 20 Jan 2010 11:13:07 GMT

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Dover wrote on Wed, 20 January 2010 00:59GEORGE ZIMMER wrote on Tue, 19 January 2010 17:32Dover wrote on Tue, 19 January 2010 05:24

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In that case, RP2 has, too

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Dover](#) on Wed, 20 Jan 2010 12:57:14 GMT

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GEORGE ZIMMER wrote on Wed, 20 January 2010 03:13Dover wrote on Wed, 20 January 2010 00:59GEORGE ZIMMER wrote on Tue, 19 January 2010 17:32Dover wrote on Tue, 19 January 2010 05:24

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Sort of easy when it's just a map.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [GEORGE ZIMMER](#) on Wed, 20 Jan 2010 15:44:47 GMT  
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Dover wrote on Wed, 20 January 2010 06:57GEORGE ZIMMER wrote on Wed, 20 January 2010 03:13Dover wrote on Wed, 20 January 2010 00:59GEORGE ZIMMER wrote on Tue, 19 January 2010 17:32Dover wrote on Tue, 19 January 2010 05:24

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Dover](#) on Thu, 21 Jan 2010 00:20:13 GMT  
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GEORGE ZIMMER wrote on Wed, 20 January 2010 07:44Dover wrote on Wed, 20 January 2010 06:57GEORGE ZIMMER wrote on Wed, 20 January 2010 03:13Dover wrote on Wed, 20 January 2010 00:59GEORGE ZIMMER wrote on Tue, 19 January 2010 17:32Dover wrote on Tue, 19 January 2010 05:24

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More presets and less EVERYTHING ELSE.  
It's still just a map.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [GEORGE ZIMMER](#) on Thu, 21 Jan 2010 10:25:07 GMT  
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Dover wrote on Wed, 20 January 2010 18:20GEORGE ZIMMER wrote on Wed, 20 January 2010 07:44Dover wrote on Wed, 20 January 2010 06:57GEORGE ZIMMER wrote on Wed, 20 January 2010 03:13Dover wrote on Wed, 20 January 2010 00:59GEORGE ZIMMER wrote on Tue, 19 January 2010 17:32Dover wrote on Tue, 19 January 2010 05:24  
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lolwut

I'm sure you haven't as it's not everyone's taste, but have you played RP2? There's more custom

vehicles and weapons than regular AOW-style mods...

By presets I meant custom stuff in general (which includes characters, vehicles, weapons, all that jazz). And it's a map+mod, not just a map.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [nopol10](#) on Thu, 21 Jan 2010 11:37:59 GMT

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Not to mention Jerad's countless amazing scripts that brings the mod to a whole new level not seen in any other Renegade mods.

Speaking of Renegade mods, why hasn't anyone mentioned AR yet?

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [GEORGE ZIMMER](#) on Thu, 21 Jan 2010 11:45:51 GMT

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nopol10 wrote on Thu, 21 January 2010 05:37 Not to mention Jerad's countless amazing scripts that brings the mod to a whole new level not seen in any other Renegade mods.

Speaking of Renegade mods, why hasn't anyone mentioned AR yet?  
Because AR is even further behind in development than Reborn?

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [nikki6ixx](#) on Sat, 23 Jan 2010 19:30:15 GMT

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So much angry...

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [dr3w2](#) on Sun, 24 Jan 2010 23:12:48 GMT

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nikki6ixx wrote on Sat, 23 January 2010 13:30 So much angry...  
IT'S THE ROIDS

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Goztow](#) on Wed, 24 Mar 2010 07:52:15 GMT

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Small bump. Any updates? Some kind of status report?

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Tiesto](#) on Wed, 24 Mar 2010 15:08:20 GMT

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They've announced a date. 2025.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Sladewill](#) on Wed, 24 Mar 2010 16:02:16 GMT

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Imao

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [F1r3st0rm](#) on Wed, 24 Mar 2010 17:57:11 GMT

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hey, you never know as long as there are servers by 2025 ren will still be alive

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [TORN](#) on Sat, 01 May 2010 14:24:06 GMT

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Maybe more communities can split, and we can have 200 servers with 3 people in each

Get this TT out asap, it's definitely needed

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [zeratul](#) on Sat, 01 May 2010 15:35:06 GMT

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how long has this been being created anyway

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [HaTe](#) on Sat, 01 May 2010 15:52:14 GMT

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Early June, late July 2008 i believe is when it was first announced. I gave up hoping for it honestly

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [zeratul](#) on Sat, 01 May 2010 15:54:33 GMT

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HaTe wrote on Sat, 01 May 2010 09:52: Early June, late July 2008 i believe is when it was first announced. I gave up hoping for it honestly well now that ive been informed why people have given up... i can see why

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [GEORGE ZIMMER](#) on Sat, 01 May 2010 20:54:49 GMT

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wuh oh, two people that no one gives a shit about have given up

guess TT should rush the release now

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [HaTe](#) on Sun, 02 May 2010 18:00:16 GMT

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Yes, only 2 people have given up hope after 2 years! God you are a genius.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [nikki6ixx](#) on Sun, 02 May 2010 18:24:31 GMT

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Yeah, if these guys can stick around...

<http://www.techspot.com/news/38790-eight-devoted-halo-2-gamers-still-playing-online.html>

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [snpr1101](#) on Mon, 03 May 2010 01:13:43 GMT

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nikki6ixx wrote on Sun, 02 May 2010 13:24: Yeah, if these guys can stick around...

<http://www.techspot.com/news/38790-eight-devoted-halo-2-gamers-still-playing-online.html>

We're already beating them.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Jerad2142](#) on Mon, 03 May 2010 02:35:50 GMT

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GEORGE ZIMMER wrote on Sat, 01 May 2010 14:54wuh oh, two people that no one gives a shit about have given up

guess TT should rush the release now

Agreed, no rush, release go ahead and release 20 years from now, surly by then only 10 people will have quit, everyone else will still be playing Renegade.

After all, renegade wasn't perfect and people still played it, but the only way anyone will use 4.0 is if its absolutely perfect in every way.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Goztow](#) on Mon, 03 May 2010 06:46:20 GMT

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snpr1101 wrote on Mon, 03 May 2010 03:13nikki6ixx wrote on Sun, 02 May 2010 13:24Yeah, if these guys can stick around...

<http://www.techspot.com/news/38790-eight-devoted-halo-2-gamers-still-playing-online.html>

We're already beating them.

The band of 8 started out much larger, but numbers dwindled as consoles overheated and connections failed. <--- ROFLMAO

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Gohax](#) on Mon, 03 May 2010 07:28:38 GMT

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I loved Halo 2. Honestly, it's still the best online game, well was. CoD4 was the second one behind it. Now, all these new games are just pieces of crap. Noob-friendly basically lol.

I've been waiting on the patch for literally a couple years now lol. Ever since it was released. But, I've passed on from Ren, more then likely. Only thing that kept me waiting was the patch. I wish it would have come out sooner. But, you can't deny the people working on this credit. Just as we have been waiting two years, they've been developing for just as long.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Gen\\_Blacky](#) on Mon, 03 May 2010 19:56:18 GMT  
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I still play halo 2 online they aren't the only people lol and there is more then 8.

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Gohax](#) on Tue, 04 May 2010 07:34:23 GMT  
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Mr.NiceGuy wrote on Mon, 03 May 2010 14:56I still play halo 2 online they aren't the only people lol and there is more then 8.

You play it on PC though? Not sure if PC and xbl were setup on the same servers.

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Omar007](#) on Tue, 04 May 2010 09:37:06 GMT  
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Gohax wrote on Tue, 04 May 2010 09:34Mr.NiceGuy wrote on Mon, 03 May 2010 14:56I still play halo 2 online they aren't the only people lol and there is more then 8.

You play it on PC though? Not sure if PC and xbl were setup on the same servers.  
I think not. If they did, atleast made the game cross-platform Microsoft!!!  
I still play at too now and then but indeed on the PC

---

Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [Reaver11](#) on Tue, 04 May 2010 13:50:29 GMT  
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I wonder cant they backwards patch Renguard and then use it for TT. (If agreed with serverowners)

Then they can simply patch in several components like scripts4.0 and the autodownloader?

And when the time comes the big bugfixpatch with anti-cheat?  
As far as I have understood it is hard to release TT.dll in separate parts.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [lion](#) on Tue, 04 May 2010 14:58:08 GMT  
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Sorry to say, but I think you have absolutely no idea what you are talking about.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [Reaver11](#) on Tue, 04 May 2010 15:14:45 GMT

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lion wrote on Tue, 04 May 2010 09:58 Sorry to say, but I think you have absolutely no idea what you are talking about.

That indeed might be yet it might be worth in looking into any option besides waiting for ren to die.

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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [lion](#) on Tue, 04 May 2010 16:28:12 GMT

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Reaver11 wrote on Tue, 04 May 2010 10:14 lion wrote on Tue, 04 May 2010 09:58 Sorry to say, but I think you have absolutely no idea what you are talking about.

That indeed might be yet it might be worth in looking into any option besides waiting for ren to die. Agreed. But I hope that TT has been looking into any option already, although I must say you might start thinking they didn't look into this because we're literally waiting for years now...

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