Subject: Time
Posted by liquidv2 on Mon, 10 Aug 2009 07:27:56 GMT
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You are running out of it

Subject: Re: Time
Posted by jnz on Mon, 10 Aug 2009 11:18:39 GMT
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In what way? I didn't know there was a time limit.

Subject: Re: Time
Posted by cnc95fan on Mon, 10 Aug 2009 13:17:34 GMT
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The code formats the hard drives after a certain time limit!

Subject: Re: Time
Posted by EA-DamageEverything on Mon, 10 Aug 2009 17:16:04 GMT
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Will there ever be a new CP or a new conversion? i think not. All community members who are working on the big projects are working on them for years until now.

They'll never get finished. Not TT, not a CP3, not Roleplay 2 etc.

Subject: Re: Time
Posted by Hitman on Mon, 10 Aug 2009 18:44:22 GMT
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yeah, i'd really like to know how close TT really is to its release... we talking about weeks? months? perhaps even more years?

Subject: Re: Time
Posted by cnc95fan on Mon, 10 Aug 2009 21:17:53 GMT
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EA-DamageEverything wrote on Mon, 10 August 2009 12:16Will there ever be a new CP or a new conversion? i think not. All community members who are working on the big projects are working on them for years until now.

They'll never get finished. Not TT, not a CP3, not Roleplay 2 etc.
How do you know another conversion will not get finished? Are you part of any of these dev teams?

Subject: Re: Time
Posted by KobraOps on Mon, 10 Aug 2009 22:24:42 GMT
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cnc95fan wrote on Mon, 10 August 2009 16:17EA-DamageEverything wrote on Mon, 10 August 2009 12:16Will there ever be a new CP or a new conversion? i think not. All community members who are working on the big projects are working on them for years until now.

They'll never get finished. Not TT, not a CP3, not Roleplay 2 etc.
How do you know another conversion will not get finished? Are you part of any of these dev teams?

Not many ppl care about convesions

Subject: Re: Time
Posted by cnc95fan on Mon, 10 Aug 2009 22:46:27 GMT
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KobraOps wrote on Mon, 10 August 2009 17:24cnc95fan wrote on Mon, 10 August 2009 16:17EA-DamageEverything wrote on Mon, 10 August 2009 12:16Will there ever be a new CP or a new conversion? i think not. All community members who are working on the big projects are working on them for years until now.

They'll never get finished. Not TT, not a CP3, not Roleplay 2 etc.
How do you know another conversion will not get finished? Are you part of any of these dev teams?

Not many ppl care about convesions
Who are you to say that? Many people do care about conversions indeed.

Subject: Re: Time
Posted by Ethenal on Tue, 11 Aug 2009 01:11:49 GMT
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jnz wrote on Mon, 10 August 2009 06:18In what way? I didn't know there was a time limit.
Just go look at the IRC channels of a few big servers and you'll understand what he means.

Subject: Re: Time
Posted by jnz on Tue, 11 Aug 2009 06:20:06 GMT
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Ethenal wrote on Tue, 11 August 2009 02:11jnz wrote on Mon, 10 August 2009 06:18In what way? I didn't know there was a time limit.
Just go look at the IRC channels of a few big servers and you'll understand what he means.

Looking at one right now, and I still don't see a time limit .

Subject: Re: Time
Posted by Goztow on Tue, 11 Aug 2009 06:29:03 GMT
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He has a valid point in the fact we still need to have players when TT gets released, otherwise everything will have been for nothing. When I say players, I mean a serious amount of players and I must say that there has been a massive drain in player numbers during last months.

Subject: Re: Time
Posted by Hitman on Tue, 11 Aug 2009 10:26:52 GMT
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yeah... more updates plz

Subject: Re: Time
Posted by cAmpa on Tue, 11 Aug 2009 14:49:12 GMT
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Goztow wrote on Tue, 11 August 2009 08:29He has a valid point in the fact we still need to have players when TT gets released, otherwise everything will have been for nothing. When I say players, I mean a serious amount of players and I must say that there has been a massive drain in player numbers during last months.

We are all waiting like a year now, all what we got is a damn screenshot.
How you wanna keep the players without any news, status, release date whatever.

The project looks for me like RG2 CP3 or whatever, only a plan what never got done.

Subject: Re: Time
Posted by [NE]Fobby[GEN] on Tue, 11 Aug 2009 18:16:58 GMT
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I would also like to see some sort of status update from the TT team. Maybe a podcast or formal post of some sort discussing what's finished, what's being worked on, and what is left. Even an updated list would be better than nothing.

It doesn't really need a release date, but it would also be good to know if we'll see it in a few days, weeks, months, or years. Or if you're unsure, give a range (between a few days to a few weeks, a few weeks to a few months, or a few months to a few years).

Subject: Re: Time
Posted by Goztow on Tue, 11 Aug 2009 18:34:51 GMT
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Well, to be perfectly honest they did give an update a while ago in one of these topics, which gave as much info as they could give out then. It did give an idea of what's done and what isn't but not on needed time.

Subject: Re: Time
Posted by [NE]Fobby[GEN] on Tue, 11 Aug 2009 22:30:58 GMT
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Was it this thread?

http://www.renegadeforums.com/index.php?t=msg&th=30998&start=0&rid=3 158

Subject: Re: Time
Posted by marcin205 on Tue, 11 Aug 2009 23:28:51 GMT
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better wait longer   looks microsoft producks they shitty

Subject: Re: Time
Posted by havoc9826 on Wed, 12 Aug 2009 00:16:41 GMT
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Fobby: Goztow was referring to this thread (specifically starting with this post and subsequent posts in that thread).

Regardless of how much progress they've been making over the last year, attrition is increasing much more rapidly than before. A couple of major server communities have effectively died (e.g. Black-Cell, mt0wn), and others have had to merge (e.g. Jelly & RA), and I'm not sure all of the major communities have enough secure donation funding to keep them running long enough to see TT released. Not to mention that without EA or someone else with an enormous amount of

advertising power, there won't be enough old players hearing about TT once it's released, unless every still-active community's forum sends out a mass-email to every registered user telling them to come back and play Renegade again (though that might actually help, assuming enough of the email accounts are still actively read by their users).

Time is indeed TT's biggest enemy, and it is neither patient nor forgiving.

Subject: Re: Time
Posted by Goztow on Wed, 12 Aug 2009 06:34:21 GMT
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I'd be up for donating for a TV spot... On condition that it becomes a bit easier to find Renegade in stores, maybe.

The mass e-mail doesn't seem an all too bad idea either. C&C TV should also feature the patch. But then it first needs to get finished, beta tested, pushed through the update servers, ...

Subject: Re: Time
Posted by Crimson on Mon, 17 Aug 2009 04:21:21 GMT
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Whenever the guys give me something that you guys will understand, I post it. Rebuilding an outdated game engine doesn't provide much in the way of eye candy. We're trying to keep Renegade the way it was intended to be played without making drastic changes so that it can be a seamless (but awesome) migration.

By design, TT can not possibly split the community in half the way that remaking the game as a mod on another engine would if it came out. Our patch HAS to be an all-or-nothing proposition. If EA makes the patch official, they will only do so if the community is on board with it. It has to be iron-clad. Now, we don't want all our hard work to go to waste, so once we have something we can start beta testing with the players, your feedback will allow us to tweak the patch and fix any bugs that might come up to make you happy, because if you're not happy, it can't come out. Hence, by design, it can't kill the community because it won't come out unless you like it.

Subject: Re: Time
Posted by Hitman on Mon, 17 Aug 2009 04:44:31 GMT
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and that beta test is how many years away?

Subject: Re: Time
Posted by CarrierII on Mon, 17 Aug 2009 09:24:45 GMT

Vaguely related: People have to associate emails with their WOL account(s) right? Couldn't we just email round when the patch is out with something like:
Quote:
Did you stop playing Renegade because of the bugs? Well, blow the dust off of that disc, because TT have made a new patch which...

I mean, I'm no publicist, but the gist is there.

Subject: Re: Time
Posted by Goztow on Mon, 17 Aug 2009 09:27:00 GMT

Xwis doesn't use e-mailadresses for signup anymore.

Subject: Re: Time
Posted by CarrierII on Mon, 17 Aug 2009 09:27:49 GMT

Do they have the ones from the actual WOL, not XWIS? EA must do, couldn't we ask them?

Subject: Re: Time
Posted by Crimson on Mon, 17 Aug 2009 09:41:46 GMT

I have about 15000 email addresses from the old Renegade Forum from when Westwood hosted them, as well as roughly 9000+ emails from my own registered users on n00bstories, not to mention the 8500+ users registered here. Between overlaps and inactive emails, we should still be able to reach several thousand players. I already intend to do this when it's time.

Subject: Re: Time
Posted by Hitman on Mon, 17 Aug 2009 09:49:29 GMT

nice!

if if it only brings back like 100 people it would still be a succes

---

Subject: Re: Time
Posted by RTsa on Mon, 17 Aug 2009 14:11:47 GMT
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Nice indeed.

That + people who are active NOW, should message their friends, who used to play Renegade. I have a few RL friends, who I will most likely get back to Ren when the patch is out. At least for a while.

Subject: Re: Time
Posted by raven on Mon, 17 Aug 2009 15:00:20 GMT
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I can offer the Jelly e-mail address database as well when the time comes. That's another 5000 or so e-mails.

Subject: Re: Time
Posted by Omar007 on Mon, 17 Aug 2009 15:03:05 GMT
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raven wrote on Mon, 17 August 2009 17:00I can offer the Jelly e-mail address database as well when the time comes. That's another 5000 or so e-mails.

Subject: Re: Time
Posted by dr3w2 on Mon, 17 Aug 2009 22:42:12 GMT
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inb4botnetcomment

Subject: Re: Time
Posted by Gen_Blacky on Tue, 18 Aug 2009 04:02:59 GMT
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andr3w282 wrote on Mon, 17 August 2009 17:42inb4botnetcomment

rofl

Subject: Re: Time
Posted by Lone0001 on Tue, 18 Aug 2009 04:15:07 GMT
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DDoS EA time ftw!

Subject: Re: Time
Posted by BigBoy84 on Wed, 19 Aug 2009 12:11:47 GMT
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I cant see this working tbh. It was a nice thought though. Personally I appear to see more progress on Renegade X these days. When I seriously got back into renegade (I admit i'm a from the first decade generation, I mainly played RTS before) there was about 1000-3000 players online in 2007. Now its barley making 300 (maybe on a weekend).

Subject: Re: Time
Posted by Nightma12 on Wed, 19 Aug 2009 16:55:52 GMT
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SilverDwn wrote on Wed, 19 August 2009 13:11I cant see this working tbh. It was a nice thought though. Personally I appear to see more progress on Renegade X these days. When I seriously got back into renegade (I admit i'm a from the first decade generation, I mainly played RTS before) there was about 1000-3000 players online in 2007. Now its barley making 300 (maybe on a weekend).

Your wrong... Yrr fucked up the stats by putting his own listing into RR.

Put a server onto GSA/WOLSPY.. and your'd be amazed at how many people join who are useing RR.

Subject: Re: Time
Posted by Goztow on Wed, 19 Aug 2009 17:19:18 GMT
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Pity that that also means you open the gates to the cheat flood.

Subject: Re: Time
Posted by Nightma12 on Thu, 20 Aug 2009 23:41:15 GMT
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I agree.... but meh. Its players.

All i know is that the XWIS online statistic is no longer valid.