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Subject: Re: Fixing... Points?

Posted by [Goztow](#) on Fri, 22 Aug 2008 06:29:30 GMT

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For years people have blamed EA because they didn't give us the source code and access to the update servers to fix this game. Now that there's a chance they might grant one of these things, people blame EA/TT for giving/using this chance. It's hard to satisfy people...

If you look at the composition of TT, you'll note that it's really a combination of all the best coders of the Renegade community. People that had trouble working together in the past have reunited amongst this cause.

Your "servers can't choose anymore" is completely invalid: instead of modding from a bugged game to fix it, you'll mod from a fixed game to bug it (in case of point fix) or to fix it in a different way. It's still up to the server. The possibilities will even be multiplied as there'll be an auto downloader. You will be able to make client side changes for your server.

The thing that annoys people here is that they can't have everything like they'd want it in the standard patch. If I had to make all decisions for the TT-patch, I would probably also make some different ones. But I don't and I'm happy to accept to adapt to some things for the benefit of this patch! And if I want it, I can still adapt my server afterwards to suit my special needs.

If you can't accept that people that do hours/days/weeks/months of work on this patch don't ask you personally what they should do, then you're going to get lots of deceptions in your life. But you'll notice that yourself sooner or later.

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