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&sd=a&start=15