Subject: Re: Set_Face_Location no longer makes AI VTOLs strafe
Posted by Jerad2142 on Sat, 28 Jun 2014 00:19:12 GMT

View Forum Message <> Reply to Message

jonwil wrote on Fri, 27 June 2014 17:41Why is it that no-one did any testing of the 4.x RCs and found these bugs at a point when it was actually possible for me to fix them?

Because I have my own stand alone game that's still in 3.4.4 that has been in progress for over 10 years and I didn't want to hold up its development making maps for Renegade. Now that I made a release of ECW 4 months ago that's allowed me to come back to Renegade and start making maps for it; thus I'm finding issues.

Why is it that you guys would make code that you couldn't fix later on?