eugenhartonToday at 12:33 AM

Hey

I know I haven't reacted here yet

But I'm reading

Jacob_Mango Today at 12:39 AM

I have reason to believe either a) you are a fake Eugen or b) You had a very short sleep(edited)

---

eugenhartonToday at 12:41 AM

I'm not fake

And I generally sleep less than most people

4-6 hours a day

You know

Development

Jacob_Mango Today at 12:42 AM

If you are the real Eugen could you tell me what exactly changed with the Helicopter config's that broke loading a helicopter like I did here https://www.youtube.com/watch?v=dsuCFaw2AeA between the original experimental build and when the server files were released?

---

eugenhartonToday at 12:43 AM

Because the new heli is based on new vehicle code

And as you can see they are configured completely differently

Both from asset side to cfg side

Jacob_Mango Today at 12:44 AM

Well I guess that sounds like something the real Eugen would say. Hello

Mike Bizzle Today at 12:44 AM

lol that video is hilarious to look at

Jacob_Mango Today at 12:45 AM

well if there is new code for helicopters compared to the original 0.63
experimental build then I maybe I might be better at flying when helicopters
do come

otherwise i guess im just forever terrible

PikkuMikaToday at 12:45 AM

well flying chopper should be difficult.

Jacob_Mango Today at 12:46 AM

wait, @-FM-, when you said you agree, what were you agreeing to?

PikkuMikaToday at 12:47 AM

the advantage is so big that there should be some learning curve,
not impossible but not too easy(edited)

-FM-Today at 12:47 AM

I agree now that I'm wrong. I've just confirmed the ID

Jacob_Mango Today at 12:48 AM

ahh ok nice

wait, 4-6 hours a day? That ain't healthy. I suggest pushing back 1.0 to middle next year so your sleep can be a bit better.(edited)

PikkuMika **Today at 12:52 AM**

---

eugenharton **Today at 12:53 AM**

I have done that for years I'm just a light sleeper. And also a morning person

---

PikkuMika **Today at 12:53 AM**

I slept a decade for 4-6 hours. No problem there.

---

eugenharton **Today at 12:54 AM**

I don't feel like it's causing me anything yet but I do feel it's gonna change

I'm older now

31

PikkuMika **Today at 12:54 AM**

then I got kids and now I sleep around 8

43 here and started to get long sleeps around 35

GrosTon1 **Today at 12:56 AM**

I would love to be able to sleep that amout of hours and not being tired. You guys have a superpower

and   to eugen

Jacob_Mango **Today at 12:56 AM**

If I get less than 6 hours sleep I'm too tired. If I get more than 8 hours sleep, I'm also too tired.

PikkuMika **Today at 12:57 AM**

well I have adhd. so its kind of side effect that you. dont really ever feel that tired.

Mike Bizzle **Today at 12:58 AM**

With me I am more hyperactive when I sleep less cause I have less energy to contain my hyperness,, if that makes any sense, but then in the afternoon I just collapse from exhaustion lel

---

PikkuMika **Today at 1:00 AM**

well I can relate to that, I have just in past few years noticed that sometimes after work,I need to take a nap. otherwise I am too tired to play dayz in the evening.

I hope someone mods the black suv from first dayz mod.

it was so cool to own

GrosTon1 **Today at 1:05 AM**

Yeah that was my favorite car by far

And the second one was the papercar

PikkuMika **Today at 1:06 AM**

I do have a lada niva irl in barn. it has been there so long that it actually crashed through the floor. so its now there more or less permanently

the handling is quite accurate tbh.

60km/h is maximum for safe driving. but it really shines in 20km/h

---

GigiGamer87 **Today at 1:41 AM**

@eugenharton hello. About the hit registration? Any news please? Thanks

---

eugenhartonToday at 1:41 AM

Hey Gigi

So the hit registration issue

1.it has multiple ways to reproduce first being simulation message cut aka low level network issue that can be reproduced 1/1000 bullets or so when server is over 55 players if the entity numbers around players are high (for example large inventories) so we are working on optimizations and possible some guarantees

2. Another way to reproduce seems to be certain items on player that don't get registered during the shot and the bullet passes through players. Fire geometry and functionality on things like backpacks breaks sometimes (unknown how yet as the ability to reproduce is even lower than in the first case) this is still under investigation and may require data changes

3. The last thing being the armor system/damage system interaction causing sometimes bullets to be reduced to 0 damage after being absorbed by item this needs to be tweaked and is an ongoing thing

Once we close these possibilities we will announce the patch and look for feedback

---

GigiGamer87 Today at 1:47 AM

Thanks for the attention

And for all your work. Hoping that with next patch (beta)will be better

Otherwise in stress test is better than Exp   a step forward

YaDzToday at 2:00 AM

Hi @eugenharton if I dont missunderstood the last status report. You want to have a good healthy base of Dayz to bring content after 1.0 so in fact you don't want to break the game all time and have first a game without bug and add contents in Free content update but do you have plan to have roadmap

or explains what content we can expected after 1.0 because I don't really understand the list of features explained in status report what is cancelled or just postponned after 1.0 ? Sorry for my bad english(edited)

---

eugenhartonToday at 2:08 AM

Postponed that's all. Things cut completely are horses and animal companions.

YaDzToday at 2:11 AM

You chose to keep BETA and 1.0 this year by choice or to respect what was said last year to release BETA and 1.0 in 2018?

Sorry if I bother you with my questions if it bothers you, I can stop

---

Mike Bizzle Today at 2:16 AM

"To respect what was said last year" is also by choice, is it not? I think you should clarify what you mean with your first option-- "by choice", of your question.

Or do you mean "any other reason"?

YaDzToday at 2:19 AM

When I talk about choice it is that they have even decided to postpone the content to be able to release the BETA and 1.0 or the pressure to have said that the game will go to BETA and 1.0 in 2018 has made them have to make a concession on the content and therefore revised their objective totally downwards for these two major versions of the game.

Mike Bizzle Today at 2:34 AM

"decided to postpone the content to be able to release the BETA and 1.0"

To be able to release in what context? Time? Wouldn't that make both answers the same?

"the pressure to have said that the game will go to BETA and 1.0 in 2018

has made them have to make a concession"

I don't think that content defines whether or not they can release it.

The way I see it is:

They have chosen, or are forced, regardless of whatever reason, to put the game in 1.0 by the end of the year.

This has caused the following issue: They either completely finish the groundworks and make sure those groundworks are stable, or they try to add as much content as possible, because they don't have the time to do both. (this is grossly simplifying it, I understand that)

But the reason as to why 1.0 has to come out this year, is what you are trying to ask right? Or am I misreading that. They are both 2 different things the way I see it.

Just trying to clarify what you're asking, sorry if it looks like I'm attacking you or something.

It is not my intention

---

eugenhartonToday at 2:35 AM

1.0 is a milestone by which we can close the bugs and let the community freely mod the game so we can focus on the next free updates and not be buried by thousands of bugs and instability both inside and outside

There is no pressure we can call it whatever we want. But 1.0 is a fun game and a stable platform to be built upon for both us and you

We either break a promise of delivery a stable game this year or we break the content promises

We chose to break the second one

Because we believe that stability a bugs are hurting the game more than content

I still believe it's the right choice

Single weapons takes 1-2 weeks just getting 32 in will take 64 weeks + downtime

A that's a looooong time

Delaying a stable a fun game for year and a half is not a good choice in any way

---

YaDzToday at 2:42 AM

I find this choice very good, in the end the fact that the mods will be present can potentially remove the aspect of empty content but are you not afraid that for example a mods adds the weapons of the 0.62 not present in 0.63 for example or if this fact you still intend to add the weapons of the 0.62 not present in 0.63 even with the presence of these mods that they add them?

This example can be applied to something other than weapons

---

eugenhartonToday at 2:47 AM

DayZ has a long future and 1.0 means it's reliable

And new and old players can come in and be buried and frustrated by bugs

---

Jacob_Mango Today at 2:47 AM

Why does it take 1-2 weeks to implement a weapon? Is there only a handful of developers working on integrating that into the game? Shouldn't BI be focusing the ARMA resources into getting DayZ released that way there is less bad press? Seems like a terrible move made by BI to not give you those resources when requested.

Even if it took 2 months for the ARMA animators and scripters to learn how to implement this in Enfusion then that would've been something they would've learnt ages ago. That would allow more weapons to be implemented at once in the game instead of right now where it is only one weapon every 1-2 weeks. With those resources that BI did not give from the ARMA team it could've been say 2 weapons every 1-2 weeks in the game or 3.

I'm not sure how you're development structure is but it sounds like there is not enough developers and with such a task of implementing weapons where the differences between each kind is the animations, model and sounds then they could be implemented concurrently.

GrosTon1 Today at 2:48 AM

Eugen, does 1.0 means the dev team will be reduced ? How fast will be versions iterations ? Maybe you have no clue yet ?

eugenhartonToday at 2:48 AM

It takes a team of 4 people to make a weapon so doing three weapons at the same time is 12 and cuts into other DayZ related priorities

We have a team of 80+ people and I can't grow team reliably by 20+ people to shorten the timeframe

There are tons of factors from space, HR, know-how

It's always a choice of this or that

I believe we made the right ones

DoubleDonkeyToday at 2:50 AM

But how are the updates so infrequent?

Is it a case of the project being weighed down by engine problems?

GrosTon1 Today at 2:50 AM

This will change DoubleDonkey, they had to create Enfusion and move all legacy stuff to Enfusion

eugenhartonToday at 2:50 AM

They are weighed down by bugs

It's not fun making a new weapon when your game crashes

DoubleDonkeyToday at 2:51 AM

As a dev I sympathise then, hopefully we get there

eugenhartonToday at 2:51 AM

We *need* to make 1.0 to be able to churn out content

And let 80 people focus on closing 5700 bugs currently tracked

Mike Bizzle Today at 2:51 AM

Ooh Eugen you alright there? Looking a bit green

Jacob_Mango Today at 2:51 AM

So then why not just make that "1.0" build the beta build instead?

Mike Bizzle Today at 2:52 AM

Yeah I think that that is what people are most curious about. (what jacob said)

Not necessarily why to choose content vs foundation

DoubleDonkeyToday at 2:52 AM

At a certain point you have to just go, projects not in public release have a tendancy to regress

GrosTon1 Today at 2:53 AM

what Jacob said ^

eugenhartonToday at 2:53 AM

We just spent countless nights in the office with 80 people and we need closure to start again. While it hurts it's necessary to not burn out

It's plain and simple, we are people that have worked our asses off and need to reasses and plan out content that we won't miss on

We are tired by our delays and bugs and want to focus on things that are fun for both us and you

I myself have been at point of hardcore depression with all this negativity

I had to change my lifestyle heavily to be able to bear this development

We chose the hard way and we will have a fun game that is stable and easy to plan around once we close those issues

---

Jacob_Mango Today at 2:56 AM

Yeah I would be as well. I sometimes just search up "Dayz" on other subreddits to hear what they are saying and it just makes me feel sad for you guys.

---

eugenhartonToday at 2:56 AM

Well I don't want you guys to feel sorry for us that's not the point.

We do this because we love our work

But game development is extremely complex and as you see in all other companies nobody does it perfectly even with 10s of years of experience e

---

Jacob_Mango Today at 2:57 AM

Yeah and to see them criticize it is saddening though. It may be your work but we also enjoy it.

---

eugenhartonToday at 2:57 AM

You make mistake a

Mistakes

Mike Bizzle Today at 2:57 AM

Hey I feel sorry for myself all the time, I can learn to share with others.

Strelok12 Today at 2:57 AM

Not all of us players underestimate the work that goes into the entire thing. There are some that understand it...

ArkensorToday at 3:00 AM

I think people imagine game development to be easy. If we consider Dec 2013 the real start of development then its actually only 5 years. Look at other titles and you will see that developing a complex and feature rich game, does not happen over night. Many of the AAA titles out there that offer less gameplay time in the end take 6+ Years to develop and thats with larger teams.

it's not like DayZ has nothing to do ingame. In fact when looking into features for upcoming gamemodes I plan to work on, I realized that 80% of assets and functions I need are already in the game.

Mike Bizzle Today at 3:01 AM

Honestly though, jokes aside, I think that it's amazing what you've all done over the years. Whatever decision is made, no matter who makes it or why, I hope it benefits you all(the dev team) most. I understand most of the concerns that the people have, too, but to me there's a lot of mob mentality going on right now as well.

DoubleDonkeyToday at 3:01 AM

To be fair they did say that updates would get more frequent, understandible why that didn't happen but expectations were set

ArkensorToday at 3:02 AM

What makes people upset (me included) is that we were looking forward to very new kind of mechanics, such as helicopter transportation and that we now need to wait longer on it, then we expected after the year of dayz announcement last year

Jacob_Mango Today at 3:02 AM

I was actually really looking forward to climbing as well

eugenhartonToday at 3:02 AM

We failed on managing expectations, and our way out is to stabilize and stop doing that

Honesty is the way forward

Strelok12 Today at 3:03 AM

I'm all for waiting a bit longer on quality stuff to be added, take your time working stuff out and put it out there when you are 100% comfortable with it

---

GrosTon1 Today at 3:03 AM

I think you're right, and I guess people are not understanding this

---

ArkensorToday at 3:03 AM

I'd personally prefer to get the features that are in right now stable, and unleasch modding so we can take care of the rest for a while

Im happy with a stable 1.0 with more features following in 2-3 months intervals

---

YaDzToday at 3:04 AM

To summarize the content is just shifted the 1.0 and the BETA is for this year it is his?

Mike Bizzle Today at 3:04 AM

Pretty much

ArkensorToday at 3:04 AM

In the mean time, modding teams can at least create gamemodes, ground vehicles, weapons and clothing as well as more maps. That should offer lots interesting gameplay

---

GrosTon1 Today at 3:05 AM

Even without modding content, there is plenty of things to do today with the ST build.

YaDzToday at 3:05 AM

@eugenharton In the coming weeks we will have some information about the launcher and the workshop or modding in general in addition to what has already been given?

ArkensorToday at 3:05 AM

And I hate to say it, but I'd rather wait another few months than having buggy vehicles or broken basebuilding

---

GrosTon1 Today at 3:06 AM

@YaDz Read the SR, it's all in there(edited)

Strelok12 Today at 3:06 AM

@Arkensor Agreed

YaDzToday at 3:06 AM

@GrosTon1 I read it but new information like pictures of the launcher(edited)

Mike Bizzle Today at 3:07 AM

A buttload of basebuilding variety objects and equipment I suspect will be showing up soon. I remember for example the countless of suggestions on reddit and the dude that made the basebuilding simulator and shit. That stuff can't happen if the foundation is shite either way.

ArkensorToday at 3:07 AM

I can spend 100 hours building one base with my clan and be happy

---

eugenhartonToday at 3:07 AM

But that's what we want to do

We are bug fixing

GrosTon1 Today at 3:07 AM

In the upcoming weeks as we're approaching beta @YaDz

eugenhartonToday at 3:07 AM

And to have these things stable

By December we cut content and features we think are not crucial for core gameplay

Jacob_Mango Today at 3:08 AM

What do you mean cut?

eugenhartonToday at 3:08 AM

We don't need to delay to do what arkensor meant

YaDzToday at 3:08 AM

@eugenharton after 1.0 released have you plan to have a roadmap or a thing like that to regroups content for 1.1, 1.2 etc...(edited)

eugenhartonToday at 3:08 AM

Cut from 1.0 plan to put it after 1.0

DwardenToday at 3:08 AM

while it's not perfect comparsion, with Arma 3 we did similar thing, scaled down for 1.0 release and added the content and features later via updates

Jacob_Mango Today at 3:09 AM

Just stop development of those features for a short time to focus 100% on bug fixing? How much is being focused on bug fixing right now?

eugenhartonToday at 3:09 AM

Our decision making is following exactly what arkensor wants

100% resources

ArkensorToday at 3:09 AM

As long as the content is added post 1.0 in a reasonable time people will happy with that.

Mike Bizzle Today at 3:09 AM

Damn, arkensor exposed as the true head behind bohemia:D

ArkensorToday at 3:10 AM

Looking at arma 3, new waves of content have helped the game a lot

Arma 3 1.0 was nothing compared to how a few years later

eugenhartonToday at 3:10 AM

By stabilizing we mean not working on new content and features to focus on those available in internal client (stress test) and make sure they work by December so people can have fun and we have easier time implementing new content

YaDzToday at 3:10 AM

@Arkensor Yes 100% agree with you

eugenhartonToday at 3:10 AM

As I said it's not fun to work on a game when it's broken

Jacob_Mango Today at 3:11 AM

Isn't that how all game development is though?

ArkensorToday at 3:11 AM

^ I can confirm that

eugenhartonToday at 3:11 AM

You start a dev client and try a new weapon and you can't open debug

Not fun

That's why we need 1.0

We need a completed software package

CookiesToday at 3:11 AM

How much longer do you think it is until we see base building?
@eugenharton

DwardenToday at 3:11 AM

well with Arma 3 wasn't just the content, each major update brought free
features, content, functions for modding all alongside the usual
fixes/optimizing

eugenhartonToday at 3:11 AM

Basebuilding is in game

ArkensorToday at 3:11 AM

And basebuilding is good

eugenhartonToday at 3:11 AM

Just turned off while we tune vehicles

CookiesToday at 3:11 AM

I mean the one with the walls and pad locks

DarthMuffinToday at 3:11 AM

Why does it have to be called 1.0 to have that capacity though
@eugenharton ? I don't really get that part

CookiesToday at 3:11 AM

Ah sweet

eugenhartonToday at 3:11 AM

As you can see people enabling it

Because that's what it is

CookiesToday at 3:11 AM

I have, thought it was just some modded part

YaDzToday at 3:12 AM

So after you have the software package new content can be create and add
? is that correct ?

ArkensorToday at 3:12 AM

Yes we can create a lot of exiting content very soon.

if people want to make 1000 more weapons they can, its just a matter of
manpower and good concepts

YaDzToday at 3:13 AM

@Arkensor yes but I talk about the Vanilla experience of dayz

---

NiiRoZzToday at 3:13 AM

Anyway, just loving the time you take for reply all questions from community

---

ArkensorToday at 3:13 AM

I already see a lot of people creating very nice mods to be released soon, so
I think we will have enough community made content that - combined with a
stable base game - should be fine

GrosTon1 Today at 3:13 AM

what @NiiRoZz said

---

darkfurby1 Today at 3:13 AM

If @eugenharton fix the core at the end of December, the rest will come with the modding hype train of @Arkensor ☐ (edited)

Jacob_Mango Today at 3:13 AM

What's HypeTrain?

ArkensorToday at 3:13 AM

Jacob dont you dare

Jacob_Mango Today at 3:14 AM

I dared say it cause I got no clue what you talk about

GrosTon1 Today at 3:14 AM

Mike Bizzle Today at 3:14 AM

@Jacob_Mango ☐

DwardenToday at 3:15 AM

@Arkensor seems like you need more locomotives now, all those wagons full of copters, motorbikes/bicykles, quads,, boats, planes, weapons and who knows what else ☐ (edited)

Mike Bizzle Today at 3:15 AM

That's like not knowing your sibling got preganté, even though the rest of the family knows

---

YaDzToday at 3:15 AM

@eugenharton I'm confused after 1.0, new contents come or you just let the game to the modding community ? Vanilla Dayz will be have new contents, new features ?(edited)

ArkensorToday at 3:15 AM

@YaDz Content will come after 1.0

Its not like they said, ok we drop the rest of the features

NiiRoZzToday at 3:16 AM

I don't care about content anyway, what we have in ST, can be the 1.0, Helicopter and such are not needed at all, the base building and vehicle was the only things that I wanted to have before playing DayZ every days

ArkensorToday at 3:16 AM

Its postponed to after 1.0

YaDzToday at 3:16 AM

@Arkensor Oh so its good for me they make the good choice

Mike Bizzle Today at 3:17 AM

Yeah, @YaDz this way you/we get both the Devs';s's's content and the community content

darkfurby1 Today at 3:18 AM

But will we see content like CUP? Or is that forbidden, because it's arma2/dayzmod content?

GrosTon1 Today at 3:18 AM

What is CUP ?

NiiRoZzToday at 3:18 AM

For now you can't see any Arma content into DayZ

License problem

darkfurby1 Today at 3:18 AM

Is it?

NiiRoZzToday at 3:19 AM

But maybe in the future this will be changed

DwardenToday at 3:19 AM

our content released under Arma content licenses for creative community

only cover Arma game serie, not DayZ

Strelok12 Today at 3:19 AM

I'd rather see some new maps instead of CUP. It's like an old record

Jacob_Mango Today at 3:20 AM

easy fix, rename DayZ to ARMA 3.5 and then we would be able to use it

Strelok12 Today at 3:20 AM

I myself still see alot of potential in the new Chernarus, and they worked

hard on it so I hope it will see much more activity

NiiRoZzToday at 3:20 AM

Hahah

GrosTon1 Today at 3:20 AM

Mike Bizzle Today at 3:20 AM

Wow calm down there

DwardenToday at 3:20 AM

@Jacob_Mango i see what you did there, you want so badly DayZ's better

DX11 renderer and mantling in Arma 3

GrosTon1 Today at 3:21 AM

@Dwarden May I ask you in which department you work for DayZ ?

darkfurby1 Today at 3:21 AM

Or just name dayzSA in the licenses

NiiRoZzToday at 3:21 AM

Chernarus redux team, have some plan after 1.0, to move into DayZ with a
new map

DwardenToday at 3:22 AM

i'm arma guy @GrosTon1 i only help dayz team cause teamwork

GrosTon1 Today at 3:22 AM

Oh ok   Teamwork rocks

Jacob_Mango Today at 3:22 AM

The only arma guy doing so it seems

DwardenToday at 3:22 AM

don't assume @Jacob_Mango what you can't see

NiiRoZzToday at 3:23 AM

Actually already saw a lot of potential new maps into DayZ

Strelok12 Today at 3:23 AM

Frame that sentence and put it on a wall

Mike Bizzle Today at 3:23 AM

And send a copy to everyone on the internet whilst you're at it lol

NiiRoZzToday at 3:24 AM

The climbing system will feature a vaulting system too ?

Jacob_Mango Today at 3:26 AM

gimme a second. going through 3 hours of videos(edited)

darkfurby1 Today at 3:26 AM

Probably in a content+feature update after 1.0

GobboKirkToday at 3:26 AM

I sort of remember similar complaints on A3 release, turned out good in the end for sure

darkfurby1 Today at 3:27 AM

Yes they did that very well i think

Sound Tribe Today at 3:27 AM

what server do people play on? literally games unplayable for me, every server that has loot is either like 2-5 people on at most or the ones that have

20+ but then there's 0 loot ANYWHERE even if no ones been near the town. i die from starvation before i can find anything more than some leftover clothes...ive got 10 hrs~ btwn a cple servers and haven't even seen 1 apple yet...

Mike Bizzle Today at 3:28 AM

Hmm I actually found the game to be in an extremely easy to play state tbh, I guess you're in need of some classic tips and tricks

which version do you play anyway @Sound Tribe

Sound Tribe Today at 3:29 AM

0.63

i have 500hrs in arma 3 exile/dayz

i know how to play survival games, just everythings tapped

Mike Bizzle Today at 3:29 AM

Alright, so mechanic wise you're not in need of info

My first suggestion would be to just get the bare minimum to travel to the next place, inland

---

Sound Tribe Today at 3:30 AM

if i play a high pop server, everythings gone but i only see like 2 that even get 50% full

---

Mike Bizzle Today at 3:30 AM

find a can of food? 3 apples? You can make it to the next town

---

Sound Tribe Today at 3:30 AM

lol

if you read

Mike Bizzle Today at 3:31 AM

myself I'm more relying on mushrooms/apples etc

they are more.. what's the word. reliable

Sound Tribe Today at 3:31 AM

ive played 10 hrs alrdy and never even seen an apple, checked every tree i passed. i exaggerated a bit but its basically like, ill find 1 food item in an entire town if lucky (0 players) and then usually start starving on the way to the next bc theres nothing in the small houses/ground. i did find mushrooms 1x though. =/ idk

---

Mike Bizzle Today at 3:32 AM

yeah the things like apples and stuff seem to take a while to spawn

---

Sound Tribe Today at 3:32 AM

whats the avg time on loot respawning? or is it diff per server?

Mike Bizzle Today at 3:32 AM

staying in an area in a forest for a minute or so usually ends up in like 3-4 mushrooms around me

which sustain me for a few km's

---

eugenhartonToday at 3:33 AM

You guys read my answers and my Twitter is full of questions that need answers much longer than 140 characters. Do you think what I said here answers your concerns ?

Sound Tribe Today at 3:33 AM

i just spent abt 2hrs looting near and arnd elektro on a "no KOS" server, found a mosin hidden in some attic then a random dude killed me when the name of the server is "KOS = ban" lol

---

Jacob_Mango Today at 3:33 AM

Yes

Sound Tribe **Today at 3:33 AM**

i only see 2 servers with players though, the rest only have like 10

eugenharton **Today at 3:34 AM**

People still misunderstand our situation and intent.

Sound Tribe **Today at 3:34 AM**

at least on the SAlauncher, the official one only has trumps wall the rest say "low"

Jacob_Mango **Today at 3:35 AM**

Summarize what you've said here and post it on the dayz forums or on reddit and just tell them to reply back there. At least then you aren't limited by the 240 character limit if people still don't understand.

Sound Tribe **Today at 3:36 AM**

can i ask what server most people play on?

Mike Bizzle **Today at 3:37 AM**

@eugen Pretty much, I just know that people will remain sutbborn in the fact that calling it 1.0 will be too big of a hit on the image that the game will never recouperate from, I don't care honestly, I rather have you guys keep your sanity.

NiiRoZz **Today at 3:37 AM**

A blog post with a things you said can help some peoples(edited)

Mike Bizzle Today at 3:40 AM

The fact that by going 1.0 and people coming in to see content missing will be too damaging according to some people. People doubting that when 1.0 hits, the rest of the stuff won't be coming, or at least at a fraction of the rate. People thinking that you guys don't care anymore.

These opinions will all remain, for a part. People will find ways to think too deeply about it and read hidden messages that aren't there. That's just the way it goes.

But getting it out there can help quite a bit with that.

or against that, I should say

SepticFalconToday at 3:40 AM

Problem is people are very passionate about dayz, sometimes it comes across the wrong way. We gotta stay positive as a community and help the team with feedback, opinions or negative thoughts are fine, it just has to ve said in a constructive way

Personally I am happy either way, content will come, we will have modding and a solid core until further official content

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Sound Tribe Today at 3:42 AM

can you get a refund on a steam game that was bought on G2A? or only thru steam store?

Mike Bizzle Today at 3:42 AM

You can generally only refund at the point of purchase

and if G2A doesn't allow that, well...

Sound Tribe Today at 3:42 AM

yeah 2hrs or w.e with steam. i assume its seperate then

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darkfurby1 Today at 3:43 AM

@eugenharton sorry to hear you have to change how you live, by the development of this game. I was also pretty upsaid with what I red yesterday, but thanks so much for the explanation. Please don't let your head down and be a happy developer ▢

If 1.0 comes out, everybody will cool down because the community will take it over for a while.

BoomstickToday at 3:43 AM

1.0 will bury it ▢

YaDzToday at 3:43 AM

For me @eugenharton you do the good choice for the game I continu to support the game as much I can. Do what you want to do for the game and I'm hype to see 1.0 when its ready ▢

SepticFalconToday at 3:44 AM

No, it will be fine... attitudes like that is what will effect things if anything @Boomstick
Help each other to make dayz great, the team wont give up, modders wont give up and I sure as hell wont
The best is still yet to come, while yes I am sad we may have to wait longer, I am still excited!

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darkfurby1 Today at 3:47 AM

Im with you @SepticFalcon ! Still very excited ▢

OPTiXToday at 3:52 AM

@Sound Tribe No, you can't refund a game that has been bought with stolen credit cards
Only if you've purchased it via steam

darkfurby1 Today at 3:53 AM

I think most of the guys don't know how much work it is to create a new engine.

BoomstickToday at 3:53 AM

@SepticFalcon I wish I could be positive but I can't.

The media and reviews are going to be brutally honest once 1.0. General Sam is going to have a field day...

It's over. Time to uninstall.

darkfurby1 Today at 3:54 AM

And reinstall it at the and of January?

BoomstickToday at 3:56 AM

No, I doubt the players will be back.

YaDzToday at 3:57 AM

media is always brutal with game in general @Boomstick

Jacob_Mango Today at 4:00 AM

@eugenharton, I reckon you should tweet out the link to this server. https://discord.gg/dayz(edited)

YOU'VE BEEN INVITED TO JOIN A SERVER

DAYZ

1,717 Online7,419 Members

YaDzToday at 4:00 AM

for me do content without release 1.0 make reviewed negatif because this bring lot of new bug not resolve in time and people continue to complains about the game stability so do a 1.0 stable and bring content after that its the only thing they can do to make a better future for Dayz

CrusaderToday at 4:00 AM

if i have dayz standalone on steam am i able to play the stress test and what not??

zniperinthemistToday at 4:05 AM

@Crusader Yes, open steam them right click the game in your library and choose properties, then choose betas, in the pull down menu you can select "stress test". The game will then automatically update and then be ready to play the stress tests.

CrusaderToday at 4:08 AM

cool, thanks

SunglassesCatsToday at 4:11 AM

dear Bohemians, please also don't forget self-care. I really want the game with everything cool in it, but it is also good to know that no devs were harmed during the game production

SpaggieToday at 4:13 AM

@eugenharton What you've said in here makes a million times more sense than the spin in the Status Report. 'We need a reset point and so we're going for that but it means we share some pains', I don't think anybody doesn't understand the pressure you're under and nobody wouldn't want to help

It's brave but this is the story you should have told us

look after yourself

eugenhartonToday at 4:15 AM

Thanks spaggie

SepticFalconToday at 4:18 AM

Darthroacho (PC) Today at 4:21 AM

@eugenharton dont let the negativity get to you. The shittiest voices are always the loudest. Keep it up. I love this game and can't wait for it to fully release. I personally (im no dev, just a nerd who likes to game) think you have a great foundation for something great. Just dont give up on us

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NalMacToday at 4:23 AM

@eugenharton reading your posts has put me at ease. Still not entirely happy with the choice but at least now I understand the reason for it. I wish you guys the best of luck.

BoydyToday at 4:26 AM

Makes much more sense hearing it that way then how it was said in the status report @eugenharton , I think we need to send you guys another care package @Spaggie

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SpaggieToday at 4:27 AM

I had my next one turned down as apparently it's illegal

GigiGamer87 Today at 4:28 AM

@eugenharton Eugen do you read this?

http://www.twitlonger.com/show/n_1sqmql6?new_post=true

Thanks

Jacob_Mango Today at 4:29 AM

He 100% has

Cpt. Vernon Price Today at 4:30 AM

Oh, it is nice to wake up when people here are much more calm ^^

SpaggieToday at 4:30 AM

The effect is probably going to be the same, but at least the reasons behind the decisions being made make sense and are authentic now rather than the corporate tone stuff in the SR which seemed senseless

DatLooterToday at 4:30 AM

https://www.youtube.com/watch?v=HEXWRTEbj1I

SepticFalconToday at 4:33 AM

Agree there @Spaggie you god damn genius!

ArrianaOfMordorToday at 4:35 AM

Im sorry @eugenharton I know its been a tough ride, but you are so close too the end. There has always been people that have had your back from day one. Unfortunately the negativity with always shout louder than the positivity. Chin up. You got this!

BoomstickToday at 4:39 AM

Well I guess that empty can just keeps getting kicked down the road again and again and each time, the can becomes a bit more dented, scuffed and less able to hold contents. Why not just kick it again down the road for the umpteenth time? I guess it can't get any worse right? right?

Hell Hound Today at 4:41 AM

I dont understand all the hate. And ive read the SR

OliverPlotTwistToday at 4:41 AM

The thing I don't get is why call is 1.0? I get wanting a stable platform to work from, but calling it 1.0 gives the wrong impression. Why not call it DayZ Beta?(edited)

AceyaloneToday at 4:41 AM

Decision to focus on stabilizing is imo the right one, but i agree with RunningmanZ, that there should be a sniper rifle for sure.

SunglassesCatsToday at 4:41 AM

but they do get new stuff done and added regularly, their work is pretty visible

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MrOGToday at 4:41 AM

UnhingedToday at 4:42 AM

Jacob_Mango Today at 4:42 AM

To the Europeans now waking up I shall repost the poll by Boydy again. Please do make a vote on it even if it won't and/or can't change what

happens.

https://twitter.com/boydy_73/status/1054914801413935104

fraggiToday at 4:42 AM

Europeans waking up? Man u got you timezones wrong. its 13:42 in germany

**Jacob_Mango**Today at 4:43 AM

Wait what?

@Arkensor, didn't you say you were eating breakfast?

fraggiToday at 4:43 AM

1:42 PM

GobboKirkToday at 4:43 AM

It's afternoon in Norway as well

OliverPlotTwistToday at 4:43 AM

people can eat breakfast at mid day

fraggiToday at 4:43 AM

Maybe he is a student

Jacob_Mango Today at 4:43 AM

WHAT KIND OF LATE BREAKFAST DO YOU EAT @Arkensor

GigiGamer87 Today at 4:43 AM

@Jacob_Mango I voted, and the result of the poll is clear

UnhingedToday at 4:44 AM

Sorry I still dont get it.... just go back on what has been said and call what you were going to call 1.0 something else like 0.71 or something.... Calling it 1.0 is wrong!