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Interview with id Software's Timothee Besset at QuakeCon 2006

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I had the opportunity to catch up with id Software's resident Linux expert, Timothee "TTimo" Besset, who has been responsible for every id-produced Linux port since Quake III: Arena, at QuakeCon this past weekend. Since Quake 4 was recently released and Enemy Territory: Quake Wars is on the horizon, I asked TTimo if he wouldn't mind answering a few of my inane questions:

Do you anticipate that the ET:QW client will ship at the same time as the Windows retail?

Hopefully. We're going to have a pretty extensive beta-testing period, so I hope that will be enough time for me to put together the full Linux client. I mean, in previous games when it turned out we couldn't release the full versions right on time, it was because we were still working on our other game clients. Since it's not my project directly, it's Splash Damage's game, I should be able to maintain the Linux version. I think the Enemy Territory client was right on time with the Windows version; I'm not sure. I think it did - the only one that was delayed was DOOM 3, by two months.

Do you still keep tabs on the GtkRadiant project?

Full Story [2].

Interviews

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