Continue

That isn't happening, mazmazz himself has said it's stuck on 2.2.4 for a long time (for school reasons). There is literately no point in using the web port anymore, just use the Android port now. Plus you can add controls and make seperate layouts properly along with being able to play at higher resolutions without joystick problems. Please, stop whining for a web port update people. Fine by me tbh. Can still use a majority of the mods I typically use (with the exception being Modern Sonic v5.11, whenever I use that mod in-game he just appears green and can't use his custom moveset) and for getting through Google Meet calls with my school that's good enough for me.It's also the only version I can use since my school blocked app store and apk installing on my chromebook so i'm stuck using web. But it still feels like SRB2 v2.2, just at a lower resolution, which I can work with. This runs surprisingly well considering what it is, even on my crappy Windows 7 laptop. Good work!I'm not familiar with WebAssembly or whatever was used to make this, but it's still pretty impressive to see a fully fledged 3D platformer running in a web browser. Seems something worth tinkering around with if you have no access to the PC version, we've come a long way since Sonic flash games in the early 2000s.Also, is it bad that the presentation mildly reminds me of the Final Demo days mixed with current day aesthetics? My brain's odd, taking low resolutions and making odd connections. the only reason why i like this is that it allows me to play srb2 on ios. thats all, folks! Announcement: SRB2 for Web Beta will shut down at around May 3, 2021, or upon the release of SRB2 v2.2.9, whichever is sooner. The reason is due to lack of time for updating the Web version, and I have no news for this. Given that v2.2.9 will have many new features, I don't believe I should continue to host v2.2.4 as it will become more incompatible with new mods.You may be able to export your data under the "Storage" menu. Thank you for supporting the web site for almost a year! MfW ios users can get android VMs without jailbreak and use srb2 android Announcement: SRB2 for Web Beta will shut down at around May 3, 2021, or upon the release of SRB2 v2.2.9, whichever is sooner. The reason is due to lack of time for updating the Web version, and I have no news for this. Given that v2.2.9 will have many new features, I don't believe I should continue to host v2.2.4 as it will become more incompatible with new mods.You may be able to export your data under the "Storage" menu. Thank you for supporting the web site for almost a year! *sigh* Welp,now what do I do with a iPhone full of srb2 mods? Announcement: SRB2 for Web Beta will shut down at around May 3, 2021, or upon the release of SRB2 v2.2.9, whichever is sooner. The reason is due to lack of time for updating the Web version, and I have no news for this. Given that v2.2.9 will have many new features, I don't believe I should continue to host v2.2.4 as it will become more incompatible with new mods.You may be able to export your data under the "Storage" menu. Thank you for supporting the web site for almost a year! Aw man... There goes my fun during school hours Maybe you lot should do what I did back when I was at school: get SRB2 installed on a USB drive I thought it would update but he did say it's stuck on 2.2.4 NOOOOOOOOOOOOOOOOOOOOOOOOO RIP I CANT PLAY WITH MODS WITH GOOD PREFORMANCE IOS RUNS LIKE CRAP RIP Maybe you lot should do what I did back when I was at school: get SRB2 installed on a USB drive Here's a problem with thatI play on my school's chromebook on my school account (bc they disabled sign-ins with personal accounts) and that comes with a lot of imposed restrictions, like not being able to download and install apks. Web was literally the only way I could play it at school. Here's a problem with thatI play on my school's chromebook on my school account (bc they disabled sign-ins with personal accounts) and that comes with a lot of imposed restrictions, like not being able to download and install apks. Web was literally the only way I could play it at school. I never said about installing it on the computer. I was on about installing it on the USB drive elsewhere. Although then again, with the new installation process, it might not work anymore. Announcement: SRB2 for Web Beta will shut down at around May 3, 2021, or upon the release of SRB2 v2.2.9, whichever is sooner. The reason is due to lack of time for updating the Web version, and I have no news for this. Given that v2.2.9 will have many new features, I don't believe I should continue to host v2.2.4 as it will become more incompatible with new mods.You may be able to export your data under the "Storage" menu. Thank you for supporting the web site for almost a year! NOOO!! THATS IMPOSSIBLE! I'LL NEVER BE ABLE TO PLAY SRB2 ON THE GO AGAIN! You fools, this is SRB2's attempt to take over our world! First it invades your desktop, then your phone, then your switch, now your browser! Soon, it will invade your PS4, your XBOX, your vita, your PS3, your PSP, and then...it'll invade YOU.BOW DOWN TO YOUR HEDGEHOG OVERLORD, SONIC ROBO BLAST 2 IS LOVE, SONIC ROBO BLAST 2 IS LIFE. i dont want a playstation release give me a switch release instead oh wait that already exists. i need a dreamcast release. a saturn release,a genesis A MASTER SYSTEM A GAME GEAR A PICO RELEASE ANYTHING IS BETTER THAN A PLAYSTATION RELEASEEeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeeee Post automatically merged: Apr 16, 2021can i or someone else use the source code to re release srb2 web Last edited: Apr 16, 2021 You can use the android version. i own an iphone. Post automatically merged: Apr 18, 2021 need a dreamcast release. a saturn release, a genesis release. only two of those actually exist. one (the genesis one) being an april fools joke. the dreamcast one is possible. but theres only one build we have is of 1.09.4. and it can only get to thz2 before crashing. and the saturn version is possible. if anything, a playstation realease might be the earliest we can go with console that can run srb2. There's now a public beta for SRB2 in a Web Browser, playable on PC, Chromebook, Android, and even iOS! Mods are supported, but netplay is not available.The web browser version is developed by mazmazz, with help from Jimita and his Android port. The Endless Possibilities.. Post automatically merged: Apr 19, 2021 You fools, this is SRB2's attempt to take over our world! First it invades your desktop, then your phone, then your switch, now your browser! Soon, it will invade your PS4, your XBOX, your vita, your PS3, your PSP, and then...it'll invade YOU.BOW DOWN TO YOUR HEDGEHOG OVERLORD, SONIC ROBO BLAST 2 IS LOVE, SONIC ROBO BLAST 2 IS LIFE. SRB2! SRB2! SRB2! Page 2 this is the day it shuts down rip srb2 web browser 2020 - 2021 Announcement: SRB2 for Web Beta will shut down at around May 3, 2021, or upon the release of SRB2 v2.2.9, whichever is sooner. The reason is due to lack of time for updating the Web version, and I have no news for this. Given that v2.2.9 will have many new features, I don't believe I should continue to host v2.2.4 as it will become more incompatible with new mods.You may be able to export your data under the "Storage" menu. Thank you for supporting the web site for almost a year! Awww I really liked it though, I could play it during school because my chromebooks cant run an EXE file Now the web version is gone and i can no longer play srb2 on a school chrome book how would you do that? just curious yeah scratch anything related to srb2 ios, patience for something I can play it on will just be the way. Thanks for the video though. I found a bug on the site. Idk if this works on any other devices but I was using my iPad and I had no internet, when I entered srb2 it worked perfectly! So you guys can try if this works for u ok thx i will see if it works Post automatically merged: May 31, 2021it didn't work i use computer :(Post automatically merged: May 31, 2021 I found a bug on the site. Idk if this works on any other devices but I was using my iPad and I had no internet, when I entered srb2 it worked perfectly! So you guys can try if this works for u It didn't work i use computer to do it Last edited: May 31, 2021 Awww I really liked it though, I could play it during school because my chromebooks cant run an EXE file Have you heard that Chromebooks can run apk files? That is because of the native android app support. Last edited: Jun 22, 2021 Announcement: SRB2 for Web Beta will shut down at around May 3, 2021, or upon the release of SRB2 v2.2.9, whichever is sooner. The reason is due to lack of time for updating the Web version, and I have no news for this. Given that v2.2.9 will have many new features, I don't believe I should continue to host v2.2.4 as it will become more incompatible with new mods.You may be able to export your data under the "Storage" menu. Thank you for supporting the web site for almost a year! ggrrrrr....rrrAAAAA!! HOW MUCH LONG WILL YOU TAKE TO FINISH IT!?! >:(Page 3 Net play = NopeiPad = NopeIt crashed two times and Safari prevented from trying again. But it is a beast at games... Last edited: Jun 16, 2020 What's your iPad model? I'm working on a fix that should resolve crashes. It was me trying to use it as the Desktop version I think. iPads now default to the Desktop version of sites. Is there a way to get move the camera with touch screen controls? Like swipe across the screen for left/right? Is there a way to get move the camera with touch screen controls? Like swipe across the screen for left/right? Not that I know of. Maybe ask the dev?---------- Post added at 09:35 PM ---------- Previous post was at 09:19 PM ----------I have a challenge! Make it work on Xbox! All you need to do make it work on the Xbox version of Edge and give it controller support! Very laggy. (Probably due to my potato of a PC...)But it functions well! Nice job! What happened to the game? From mazmazz's update in the SRB2 Web Discord: UPDATE: 06/18/2020@everyone: The game is back up! Its new location is you have save data: Go to the old web site at to download your save data to ZIP. Then, you can upload it into the new website under "Mods". Except if you're on iOS, then you can't export your data. Sorry; I tried to make it work frowning but you should still visit the old website to wipe your program data. Otherwise, it will waste disk space. Latest Changes - Fixed mouse issues; you should now be able to use the mouse without any grabbing issues. To use, click inside the game. - Fixed touch camera controls; you should now be able to control the camera with touch. Swipe on an area of the screen that is not a button. - Customizable touch controls; change size and position of the buttons, as well as add new controls. Pulled from the Android port; thanks Jimita! - Improved stability on iOS. If you experienced crashes before, try running this newest version. - We now default to Low-End mode, 200p resolution. You can switch it back in the Settings. Notes We may need to switch hosts one or two more times. We'll see how this one works out.If you need any help, shoot me a PM. Why did you need to switch? Page 4 Also, probably late, but I should note I am not one of the people working on the browser version, I'm just sharing it of my own volition. Now it's going BAAAAAAAAAAAAAAAAAAA when something loads on my laptop. :/ Now it's going BAAAAAAAAAAAAAAAAAAA when something loads on my laptop. :/ I have now pushed an update to fix the audio stuttering.Its also worth noting that levels may load longer than the PC version. This is intentional. Hopefully this prevents crashes on low memory devices Ok. I did have it on low end mode though. The web version is pretty sick, I'll hand you that, but there's one little suggestion I'd like to make.Next update, try to add I/O compatibility for Add-Ons and gamedata. Now this? It's pretty cool. When the coronavirus fucks off and we all return to school, it's gonna real fun playing SRB2 in the classroom. When the coronavirus fucks off and we all return to school, it's gonna real fun playing SRB2 in the classroom. It definitely will be, I remember last year, my friend and I used CrossOver(Simplified WINE) to play SRB2Kart on my Chromebook and we had a blast. Near the end of the school year, our school removed the Play Store, and at that time, I got a new Chromebook because it commit die, so I was fricked.If it gets online support, it'll spread through schools like coronavirus, I'm very sure. It just says the page is not found in the top right corrner when I click on the link. What happened?---------- Post added at 01:11 AM ---------- Previous post was at 01:06 AM ---------- It just says the page is not found in the top right corrner when I click on the link.What happened? im having a ploblem with that version,when i try to play it,an text appears saying "NOT FOUND",i hope anyone has the solution im having a ploblem with that version,when i try to play it,an text appears saying "NOT FOUND",i hope anyone has the solution are you using the link provided in the post directly above yours? that was already provided as a solution to an already reported problem. That isn't happening, mazmazz himself has said it's stuck on 2.2.4 for a long time (for school reasons). There is literately no point in using the web port anymore, just use the Android port now. Plus you can add controls and make seperate layouts properly along with being able to play at higher resolutions without joystick problems. Please, stop whining for a web port update people. playing this on my Chromebook at and from school was a blast. hey dev's can there be an update on websurge for online multiplayer plz? No online multiplayer for the foreseeable future, sorry. The tech is incompatible. Arid Canyon 2 went through a long development process before being complete. Back before the entire campaign was upgraded to a new standard, this addon documents what an ACZ2 by 2.1 standards was shaping up to be. There are three distinct versions of the map available: the earliest barely-complete alpha (2014), the original pre-slope version of ACZ2 (2015), and the version that was updated with slopes before the remake that became 2.2's ACZ2 (2016). I feel that these three versions best describe this map's development process. (I did not keep any versions of the redesigned map betas around, nor would I want to include any of that content in here, as the dev team may choose to use that for future iterations.) An early prototype version of mine carts is also presented as a separate map. Please note that this version of the map was never completely finished, and as a result doesn't even represent what would have released. While I've updated some things that 2.2 broke of these levels, and marked some inescapable pits as death, any other issues with the maps are left as-is for the sake of preservation. All of these maps were in an alpha state at best. Please enjoy this look into the map's history. Special thanks to Boinciel for helping me find these old alpha maps. Other marked co-authors are all of the other people involved, directly or indirectly, in creating these maps, out of the names I remembered.I am aware of long loading times for most of these maps. This started when I converted the addon to PK3.I am also aware that the info signs do not work in netgames. This is a vanilla game limitation. Last edited: Dec 23, 2019 Welcome to releases! Glad we have quite a few addons relating to development history or concepts. Some of the inescapable pits are still inescapable in the mine cart map. Also you can get past the mine cart without riding it to explore more of the map. Development history add-ons bring me a ton of joy, so thanks for putting together this goldmine of ACZ2 concepts. The oil barrel section in the 2016 map is pretty brutal as Sonic, but I managed to finish it. Too bad it's (apparently) not possible to finish the minecart section; shortly after the part where you're going around in circles, I find myself riding into the horizon to my death lol. Really fascinating stuff all around though. Last edited: Dec 23, 2019 Always interesting to see how development went for this kind of thing, Thank you for sharing these. Bahahaha oh man, it's the friggin' hang gliders again! That mechanic is just never going to find a home, is it? And what was up with that rain? Was that supposed to be something else? Like maybe oil drops coming from the ceiling. Or was someone in the dev team like "you know what ACZ2 really needs? Rain. And you'll never guess what kind of rain I have in mind...". It's so bizarre, haha. I'd also like to thank the person that decided NOT to bring back that section with the sloped columns covered in oil. That part tore through my lives like ERZ wishes it could.Unfortunately that part made the loading times that much more unbearable. These loading times are just hideous. There's probably nothing that can be done but they sucked a lot of fun out of this pack for me. The starpost rain was meant to be a standard falling rock section, but I had them as starposts as a temporary in-dev joke. A lot of oil sections are also more difficult now than they used to be now that low friction actually reduces your acceleration. The mine cart section needs a wall added to block players off from running out of the starting area, then the rest of the pits should resolve themselves since losing the mine cart is instant death. There was never a proper end to the mine carts, which is why I removed the mid-track checkpoints and added an exit on the other side of the hall.And yeah, the load times in PK3 are pretty unbearable. I'm not sure if there's a way I could repack it to improve those, but zones.pk3 in 2.2 has maps that are at least as big without having the same problem... if nothing else, I can move back to the WAD copy and resolve all the loading time problems, and just have a bigger file. Oh man, why did they get rid of the hang gliders, they're super fun! And I love the speed boosters they tried out for the minecarts, my bigger criticism of them in the release version is how they're locked to one speed always. I was kinda hoping this would include the version of ACZ2's theme from the 20th anniversary trailer. Is that still around somewhere? I love the one in 2.2 but I didn't mind the trailer version at all. I was kinda hoping this would include the version of ACZ2's theme from the 20th anniversary trailer. Is that still around somewhere? I love the one in 2.2 but I didn't mind the trailer version at all. To my understanding, it was never finished. Thank you for putting this together, I love it! Pre-revamp 2.2 is very nostalgic to me as that was the kind of content we were being shown around the time I really got into SRB2. I very much appreciate all the dev lore details from the info signs and seeing how the level was expanded upon across several years. I'm surprised you don't know. Was the trailer theme made by one of the others? From what Nev3r was telling me, it sounded like what was previewed in the trailer was literally all of the tune he had completed up to that point. It was never set up to be loopable. Oh man, Dark City Zone for 2.3 here we come!somehow necessary disclaimer: this is a joke Little bump - hope it's fine. But is it eventually planned to be merged with a probably upcoming update of SRB2: The Past? It would make kind of sense. Little bump - hope it's fine. But is it eventually planned to be merged with a probably upcoming update of SRB2: The Past? It would make kind of sense. SRB2 the Past is one of my most awaited mod for the 2.2, I second that! PS: Nice Marco profile pic by the way There are no plans to merge the two projects at this time. While SRB2 the Past will cover Arid Canyon, these act 2 protos will not be present. Page 2 Resource icon Hello people of the internet! Today I will introduce you to a wad that has been worked on for years, I introduce you to SRB2 Retro! SRB2 Retro is a mod which restores maps from 1.08 and 1.09 [Well, only one 2.0 map has been added due to requests.] This mod contains:The old mapsThe old graphics and spritesThe old soundsOld weapon usageUgly KnuxThe old shields 5.2.3Added Nimbus Ruins and Desolated TwilightAdded the old weapon soundsAdded the implementation of a working RedXVI on GFZ to send you to Red VolcanoBug fixesRemoval of unused lumps and filesRestoring the batch files 5.2.4Ported to PK3 5.2.5Bug fixes on textures from Zim Base. Special Thanks:LJ Sonik: for having to use the Old System WeaponsJoat & Sapheros: The old shieldsJazz: Ugly KnuxMonster Psychic Cat: For helping on adding the feature of RedXVI killing you using Lua.Note: It's zipped in PK3. More Retro mods: Retro Website Last edited: Jan 18, 2019 ok first things first, this smells like SRB2 the past. but considering the source material it can't be helped. I decided to check the red XVI secret in GFZ1 and there's a couple of problems.1: it can be triggered with no emeralds. In 1.09-1.09.4 you needed the 7 emeralds2: you're trying to use a multiplayer command to kill the player. In my experience you're better off without the kill part as having that part work can lead to endless death when you load up in Red Volcano. Or if you're good with lua, you may be able to retain that bit. Also where are the emblems? I have noticed the silver ring boxes were missing too. GFZ2Why does Red XVI give you a bunch of extra lives?There's a score box in this stage?! GFZ3I love that you got the old eggmobile to have the jet fumes.Music:Red volcano's music is the wrong versionSpecial stages' tunes should be tunes 50 over all, it's ok, but I have to take a look under the hood at how the red xvi secrets were done here.(ok I took a look with noclip and open gl and I can come to the conclusion that GFZ1 and 2 may not have been pulled from srb2 the past. Sorry about the suspicion but as I've ported the maps and remade their secrets before, it's something I have to check for when another past map port project comes around.)Edit: the wad file's compressed, isn't it? yes, Glaber I still dont know create a LUA (It was already for me to know. e.e)RedXVI in gfz2 I put this lives because if I dont put anything would be half empty.Silver ring box I replaced by Recycler...Emblems I removed because I dont hidden anyone map. (only red volcando 1.09.4)Red volcano music I put one version music that have in music.dta from 1.08Special Stages I put the 1.08 (I think) music.and... okay e.e allright that you used noclip to see.I have more mods compatible with Retro on my site e.e if you want. fell free friend. Last edited: Oct 27, 2017 Good to see more of these mods get released on MB, Nice work. the supposed 1.08 music was tunes 51. I just did a double check myself and 1.08 used tunes 50, and a different set of special stages that had spike balls on them.also Red Volcano couldn't be accessed until 1.09 at the earliest, so 1.08's red volcano music would have gone unheard. the supposed 1.08 music was tunes 51. I just did a double check myself and 1.08 used tunes 50, and a different set of special stages that had spike balls on them.also Red Volcano couldn't be accessed until 1.09 at the earliest, so 1.08's red volcano music would have gone unheard. to be honest... I don't know why put this musics... but I think that put because I think it better Glaber. xD I had a really good experience with this! Thanks for bringing us the nostalgic taste of 1.09.4...Keep rockin' out on this MOD! Ciao! This is Super Mario on the Gooper Blooper, based on the racing missions from Super Mario Sunshine! This was an abandoned project, that was gonna be larger, but I lost motivation to finish it. However, Mario himself is fully done, including a joke sign. Speed: 9Weight: 1 Rivals: super evil mario.exe says: all current sprites are all placeholders! mama mia! 1742269276ps, super evil mario.exe will only be making this himself and with friends Okay, so on this forum, we've got 2 major Mario mods. Which one do you personally prefer? Super Mario Bros. -and- N64 Mario Personally, I prefer the Super Mario Bros., not only because it comes packaged with Luigi, but it also fits better stylistically within the world of SRB2, and they... Metool_Man Thread Jan 24, 2025 mario Replies: 4 Forum: Off-Topic Hangout A simple custom character bringing Yoshi from the Super Mario series into Dr. Robotnik's Ring Racers! Stats: Class:F Speed: 7Weight: 4 Rivals: Chao, Motobug, and Sonic Credits: Character: NintendoSound Effects: Mario Kart Wii This addon adds some new characters into Dr. Robotnik's Ring Racers. These are some characters I took from various sources and added them into the game. Take a look below. :mrgreen: Origin: Zero Punctuation! Origin: Pizza Tower Origin: Super Mario World (Beta) More characters will be... With a new track I made this is now a pack. Poloy Forest: This is my first map. And what better level to have than the first level of Tails' Adventure for the Game Gear. MEGA Black Comet: A MEGA version of the Zone (not the Comet itself) from Shadow the Hedgehog. A hard track full of right... NoName999 Addons & More Sep 8, 2024 adventure black burning chaotic chaotix character: miles "tails" prower character: tails circuit comet crossworlds drift emerald forest frost hedgehog hill knothole mario mega museum pack poloy racing rainbow road satam saturn sd2 sealed shadow skating snes sonic special speed stages stars super the top vancouver velocity village wonder zone Category: Ring Racers Maps Available as a whole pack or as individuals (Followers not available in individuals) The stars have aligned for this character roster to even exist! CREDITS for the empty kart body... THE BREADBOWL Credits to @FAVman33 for the kart gib lua which i used on LakituAlso credits to people in the KKD discord spriting channel for being helpful :) Enjoy !!(plz message me if you encounter any issues) Disclaimer: This Ring Racers add-on is not affiliated with Nintendo! It's time for you to hold the power in your hands, and play through Ring Racers with the assistance of Mario's iconic symbols! Select a wide variety of followers dating back to the earliest roots of Jumpman's adventures... ArtoMeister Addons & More Jun 1, 2024 addon custom follower doctor robotnik's ring racers drrr drrr v2.x follower follower pack followers group: super mario group: super mario bros mario reusable reusable content ring racers ring racers v.2.x ringracers robotnik ring racers super mario Category: Ring Racers Followers Hey, i'm back! Originally created for an OC, this addon provides kartmaker spritesheets that replace the default kart with my own sprites of the Wild Wing from Mario Kart Wii. To use it, just replace the spritesheet you want to use with the labeled one (make sure to rename it 'sprites'). This... (Looking for Lilac and Milla? Go here instead.)Ready to roll the dice with this one? Welcome to my grab bag of random characters!A lot of the stuff you see here is quite random, whether it be done through commissions, for my own liking or just purely because I thought it'd be funny. What are... FrivolousAqua Addons & More May 28, 2024 astro bot disgaea game freak gunvolt idw mario original character persona 4 playstation puyo puyo rush adventure secret rings the legend of zelda uncle grandpa Category: Ring Racers Multi-category Donkey Kong has come swinging into Ring Racers! STATSSpeed: 3 - Weight: 7 Pretty much my first mod for the game. Not much else to add.Regardless, the big ape himself is hitting the track once again, ready to banana slam the competition!Features voiceclips lifted from Donkey Kong 64. You dont leave a steady job for Ring Racers. And the worst part, youre bringing your tumble with you Yep, it's Mario again :dramahog:Except unlike the other Marios, this one's got some new tricks up his sleeve His moveset will be shown in the gifs below (sorry if they appear as embed i still don't get how this works) I hope you enjoy playing as this guy as much as i did making him... lanky ahh hedgehog aW yEaHh, DiS iS hApPeNiNg!!!!1! Sonic Adventure + Ristar = This Abombination. (also first tall sonic parody :o) chsb Thread Feb 20, 2024 character: chronic the hodgelodge character: sonic the hedgehog group: ristar joke mario Replies: 16 Forum: Works in Progress Showcase Mario, straight from his only game, Super Mario World (that's the only one he's in don't look it up) is finally in Sonic Robo Blast 2 Kart (there are no other Mario mods for this game, don't look it up.)!! His stats are 6, 5 Alright, lets look at the release structure of major versions. It's around every 5 years. 2.2 came out in 2019, it has been 5 tears (give or take.) In theory, 2.3 should release this year. i geeked out and calculated the average of the time it takes for a major srb2 update to release, and the answer was 4.2 years. of course, its been more than 4.2 years, so i doubt 2.3 will come out for atleast another year, as i think it might be srb2s biggest update. (or 2nd, because of 2.2) You have to keep in mind that the ambition has been increasing over time. With larger content drops containing more significant changes, it's going to take more time to finish. Calculating an average in such a situation isn't going to give you a useful number because the updates aren't spaced out evenly. Remember also that there's a good portion of people shared between both Sonic Team Jr. and Kart Krew, the latter hoping to get Dr. Robotnik's Ring Racers out by the next few months, and providing subsequent updates for that after its release. The combination of SRB2's overall un-old-guard-ening and devs' focus on DRRR means SRB2 v2.3 isn't going to be visible on the horizon for some time. Since the latter part of last year though, I have been getting a sense that development may have started to "pick up steam". I should point out that it'll only take another 22 months (January 2026) before 2.2 breaks the "longest time a major SRB2 version was relevant" record, currently held by the Final Demo era (73 months (6 years, 1 month)). 2.1 currently takes silver as that was relevant for about... 69 months (5 years, 9 months). There is nothing funny here, that's actually how long 2.1 roughly lasted.As long as the record isn't broken, we probably won't have to wait much longer. I should point out that it'll only take another 22 months (January 2026) before 2.2 breaks the "longest time a major SRB2 version was relevant" record, currently held by the Final Demo era (73 months (6 years, 1 month)). 2.1 currently takes silver as that was relevant for about... 69 months (5 years, 9 months). There is nothing funny here, that's actually how long 2.1 roughly lasted.As long as the record isn't broken, we probably won't have to wait much longer. Well now, that would be cool if it became the top for longest relevant SRB2 version. Alright, lets look at the release structure of major versions. It's around every 5 years. 2.2 came out in 2019, it has been 5 tears (give or take.) In theory, 2.3 should release this year. Yeah, I don't think so, bud.

When can i take a pregnancy test at the earliest. When can i test calculator. When can i take a pregnancy test calculator. When can i take an early pregnancy test calculator. When can i take a test calculator. When can you first test for pregnancy. When is the earliest i can test for pregnancy calculator.

- bible verses for someone battling addiction
- wayne dalton torquemaster garage door spring replacement cost
- http://wuxi-fengli.com/v15/Upload/file/2025112118124983.pdf
- temomo
- http://etpatatietpatata.com/userfiles/files/3bfc3e6c-843e-4b5f-bd76-4c1cb20fe504.pdf
- how to pronounce raison d'etre in english
- present perfect ou prétérit exercices
- sifesuneyu
- http://db731.com/userfiles/file/20251121/2025112104162443.pdf
- install apk file fire stick