

Y'all should find on your desks a copy of the new, improved "extra hump" Habitat Completeion Schedule.

As per sda's request, this is calculated to get us to Beta-2 the night of Sunday, August 10 (that is only five days from now). This schedule does gets us to Beta-3 two days later than the previous schedule, HOWEVER there is nothing on this schedule beyond beta-3. In other words, I did away with the so called "Release" version in name and pulled everything in under Beta-3. We end up completing the overall schedule 5 days earlier than previously planned. This savings is due to several factors. Primary among these are our being ahead of the other schedule on a large number of minor items (which, though they were minor, added up to a few days) and to a better characterization of the solution to task #25 that lets me feel confident in planning to spend couple fewer days on \*it\*.

This schedule hinges on Quantum getting two things working for us: 1) integration of the new-user customization protocol and 2) installation of the version update facility. The former seems more prone to problems on our end, so we will attack that one first. Version update is more complex on the host end, but I think I can rig some sort of "scaffolding" on the Stratus that should let us test our end of it regardless of whether Janet gets her part working. (We may want to consider adding a new class of "test" object which simply exists to get sent arbitrary messages and send back arbitrary responses.)

Even though this is an extra-super-hyper-crunch-mode schedule, Aric and Randy are fairly lightly loaded with FORMAL tasks. You guys should be occupying the rest of your time with world creation, testing, polishing, world creation, testing, debugging, testing and world creation.

I'm not very good at rah-rah pep talks, but I want you to both know how much I appreciate your efforts today (which is to say, a lot!). The rest of the week is going to be comparably tough, unfortunately. When it's all over we'll all have to do something special to celebrate. In the mean time...let's just do it and get it over with...