
Subject: End to beta maps.

Posted by [Anonymous](#) on Wed, 15 May 2002 21:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

the reason i release my maps and mods in beta are so that people can play around and get familiar with the units and some tactics that they can use with them.i get input from most as to what needs changed.....what needs balanced a little more and what they think of the mod.i let the gamers have a voice in the modding process....and i also give the ones that help credit for it.beta releases are used to give the map and mod makers a basic idea of how their work has been rated by the community.i dont think the problemb is the beta itself as much as the support and exposure that their makers give it.i am guilty....i have two RA2 mods under my belt.....and the second still doesnt meet my expectations but it is a descent multi player mod.....just not as good of a skirmish mod due to the absence of AI scripts.i havent done any work to it in two months.....since i got renegade.....but i still have a few things i could improve on before i call it final.It's not the RA2 players fault i got caught up in modding renegade.....it's my fault that i have scheduled myself with so many projects that i find it difficult to keep some from slipping.And that is also why i release my mods and maps as open source(editable versions included).....that way they will never be lost and if someone else wishes to pick up the project.....they are more than welcome to do that and release it under their own name(with credits).so....in summary.....if they didnt release a beta.....they wouldnt know if it is worth completing or scrapping and moving on to another project.If nobody likes it.....why even go there.Eric.
