

---

Subject: RenEvo...

Posted by [KIRBY098](#) on Thu, 22 May 2003 18:22:24 GMT

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

---

Danteoh, i guess the 15 interviews on various fansites, the 18 hosted chats with over 30 people, the <http://www.planetcnc.com> support, n00bstories.com support, me posting it all over this forum, me posting it all over my forum, me posting it all over other forums, as well as hosting a the 2nd largest chat room for this community constantly updating them about items involving RenEvo, hosting REOL, BR .Net progressions, Custom Scripts.dll work, new game modes, ModX, RenEvo ladder etc.. didn't get told to anyone?

play basin much?

unfortunately, ack has been the ONLY person to have released a map that is played that is sporting the custom scripts.

BR .Net has a huge user base.

RenEvo ladder never got the attention it deserved, REOL never had users.

now, you ask why we didn't spam the topics? we didn't spam them, we informed key locations in the community (including this location, do a search if you like) and there was little to NO response on 90% of the items we worked extremely hard on, and people supposedly couldn't live without it...

anywayz, thats my rant for the day.

Did you ever consider that the sheer amount of things you were working on is what kept people from being able to keep up, and stay interested?

If you had worked one item, advertised it before it came out, then after it came out, people would have a common thing to talk about, and promote in chat. That's why Westwood only released items in patches once in awhile.

You can't work on 15 things at once, and expect anyone to keep track, and then when they never get finished because you are overtasked, they lose hope and interest.

---