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Subject: Re: January 1 - 2010

Posted by [EvilWhiteDragon](#) on Fri, 30 Jul 2010 08:24:45 GMT

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Hypnos wrote on Fri, 30 July 2010 10:16 If the games run on the same engine, how is it easier testing it one rather than the other?

The beta teams are actually bughunting, and have more experience in this than a new Renegade beta team would.

Anyway, code wise we're close to a public beta. Some organizational issues might take some time though.

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