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Subject: Re: Renegade-X Black Dawn

Posted by [Omar007](#) on Mon, 06 Feb 2012 23:37:58 GMT

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PermaGrin wrote on Mon, 06 February 2012 17:13BD was a test bed for UDK MP. And while being a test case, it was also a promotional tool.

PermaGrin wrote on Mon, 06 February 2012 17:13All efforts are now being focused towards MP.

Quoting myself here:

Omar007 wrote on Tue, 31 January 2012 22:14Making a SP game to then revamp it for MP is a bad approach. A lot of time and problems are prevented if it would've been made with MP in mind. I'm afraid that since this is a SP release, this is not the case. If it is, my apologies to the team but then explain why a SP release first?

PermaGrin wrote on Mon, 06 February 2012 17:13Had to be pushed out seeing how it was already late for the deadlines set by EA, Valve/Steam, UDK, etc...

Wait what? Deadlines set by EA, Steam and Epic Games?

Why does that sound unlikely to me...

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