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Subject: Re: Renegade-X Black Dawn

Posted by [Aircraftkiller](#) on Wed, 08 Feb 2012 04:10:12 GMT

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Quote:I am going to say it is because, while many might think time was wasted on the SP, many things were learned and changed because of it that will be applied to MP.

This really doesn't support your argument. Your response has been nebulous ideas like "MP is harder than SP" without listing any true specifics. The things you were making for a SP campaign are already present in MP, and if you're concerned about character development in terms of art loads...

Well, you could easily have deviated from Renegade and made infantry with CC1 in mind by having infantry classes based on the original game, with officers for each class and a variety of equipped weapons that follow the game's story. That would require more work to balance than copying Renegade, so I'm not sure if you're interested in doing it or not. It's obviously your project, but I feel that you're going about it in a way that makes it take far too long to develop.

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