

---

Subject: Re: Renegade-X Black Dawn

Posted by [EvilWhiteDragon](#) on Tue, 21 Feb 2012 19:39:27 GMT

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

---

Speedy059 wrote on Tue, 21 February 2012 18:26 Find it kind of odd that some of the biggest voices in this thread have/are part of projects that are missing deadlines and releasing buggy completions of it as well.

Isn't it just 'common' to do just that (miss deadlines, buggy) when you are donating your time on something that makes you no money?

You're suggesting TT perhaps? While we haven't stated hard deadlines, we have missed targets, yes. However, we have been fixing shit ever since the first private beta and people should notice how things are working better and better. RenX started all over again (or so it seems) but some bugs still remain.

Another thing, compared to TT. We have decided that we wouldn't pay (much) attention to SP. Not much as we try not to break it, but we're not sure here. Why? Because we know that we need multiplayer to be even remotely successful. This shouldn't be any different for RenX, unless they try to appeal to an entirely different audience.

---