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Subject: StealthEye and EvilWhiteDragon resign  
Posted by [StealthEye](#) on Wed, 26 Feb 2014 22:22:05 GMT  
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Dear community,

After more than 6 years, EvilWhiteDragon and I (StealthEye) have decided to step out of Tiberian Technologies. Development, support, PR, and management require a lot of time, and we are no longer sufficiently interested to spend that amount of time on Renegade, especially since the shutdown of the BlackIntel Renegade section. As we do not want to continue as partial, inactive, or undependable team members, we decided to step down. We have been planning this for quite some time now, and thought that the 4.1 release would be an appropriate moment. After today, expect no more official involvement of us in TT and other Renegade development. We will still visit the forums occasionally, but will certainly be a lot less active.

With our resignation from TT, we stop developing for Renegade. We are proud of what we have delivered with 4.0 and 4.1, and the work we did as BlackIntel mostly before TT was founded. We believe that our efforts had a significant positive impact on Renegade, and helped it to counter cheaters, hackers, and bugs. We also believe that new features like the map downloader helped to keep the game interesting for many.

We do regret that the development of the first public TT-release took so much time. We know that it was a long wait for the community, but it was a long wait for us as well. We feel that for 4.0, the main problem was that there was no clear leadership and no (time) goals. We have done a huge amount of work, but in hindsight, maybe we should have done a smaller amount of work faster. While developing, we saw the interest of developers, testers, and the public decrease, especially after 4.0's first release. For 4.1, we chose to be involved only in bug fixes, necessary changes, and the necessary preparations for release, and not in adding functionality.

We always aimed for high quality software and for the community support to be as large as possible, meaning no regressions, only improvements, and no core game changes. This turned out to be incredibly time consuming, because there was always someone opposing even the smallest change. 4.0 was often delayed significantly because of this. We never dropped our quality goals however, and are proud of TT's successful, high quality, stable, well-supported, and well-accepted software releases.

A big thank you to our fellow and former TT team members and to everyone who supported us, BlackIntel, or Tiberian Technologies, including contributors, private and public beta testers, bug reporters, server owners, and other players. You helped us, motivated us, taught us, and enjoyed with us the wonderful game of Renegade! Thank you all for the great times!

StealthEye and EvilWhiteDragon

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