
Subject: Just saying hello to all my friends! :-)
Posted by [Blazer](#) on Wed, 10 Mar 2004 07:36:54 GMT
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Yes RG has taken much longer than we originally gave the impression of, partly because of its complexity but mostly because the various team members have conflicting and busy schedules. Some of us are in the US, some in Germany etc, and having people in different timezones with free time slots in their busy schedules (between school, work, girlfriends, life in general) that mesh is not as easy as one would think. I know some people probably think we will never finish, but believe me we are close to being done and have not come this far for nothing. I honestly cannot give a firm release date, and everyone has heard "soon" too much for me to even throw that out. So I hope my explanation of why it has taken so long helps everyone understand why. Hopefully our efforts will pay off and when RG is released it will be solid enough to not only thwart all but the most determined attempts to circumvent it, but will also allow us to add some nice features to Renegade, such as auto map downloads, server MOTD's, etc.

Waiting does indeed suck, but hopefully it will be worth it.
