
Subject: Re: Dead 6 - Renevo Announcement
Posted by [KIRBY-098](#) on Thu, 26 Jun 2008 14:56:19 GMT
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For the record, and before this turns to a tardfest: We only ever had D6 as a mod. It was our first, last and only venture into the realm of Total Conversions.

Reborn wasn't ours, Dante just helped them over the release hurdle albeit in a limited fashion. The finer points of stability etc are semantics.

Renevo's primary function has always been releasing free tools and utilities to help aid programmers. We are still functioning in that capacity and have released quite a few tools to the public of our own free accord and without fanfare and pomp.
