
Subject: Re: Will TT be out, before playercount drops down to nearly zero
Posted by [Dover](#) on Tue, 19 Jan 2010 11:24:51 GMT

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Jerad Gray wrote on Mon, 18 January 2010 23:20Dover wrote on Mon, 18 January 2010 14:29Jerad Gray wrote on Mon, 18 January 2010 10:20EvilWhiteDragon wrote on Mon, 18 January 2010 01:10Dover wrote on Sat, 16 January 2010 09:39Jerad Gray wrote on Fri, 15 January 2010 19:53Chronojam wrote on Wed, 09 December 2009 02:53

So I hear those guys over at A Path Beyond are simultaneously working on two new releases, Maybe BHP will break into two teams that compete with each other with the goal of making the best Red Alert mod for the RENEGADE engine. Then we might actually start to see stuff that looks like something we haven't been looking at for the last 3 years.

It is something we haven't been looking at for the last 3 years. That is, something that can be called a finished product, as opposed to the endless precession of shoddy betas and "AWESOME!!!" previews and teasers.

Dover has a point.

Anyone know how the ants are coming along?

They're doing the Counterstrike Giant Ant Levels? It's a testament to how far ahead of all the other mods they are if they've moved on to recreating single-player content.

Nah they started a year ago and gave up, and it was going to be a multiplayer feature.

A year ago? Comapre that to the development cycle of Reborn, which takes a year to decide to throw out all the work it has finished. A year in a flash in Renegade Mod terms.

And you're still missing the point. APB = basically done. They also meant to add MiGs at some point if I remember correctly. I could say "HEY JAKAS U PROMES A MIG IN ONE MAPS AND IS DON'T JUST JUST CHRONOJAM...", but that does a disservice to the work that has been done, and ignores the fact that it remains the only basically finished Renegade mod.
