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Subject: Re: Will TT be out, before playercount drops down to nearly zero  
Posted by [GEORGE ZIMMER](#) on Wed, 20 Jan 2010 15:44:47 GMT

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Dover wrote on Wed, 20 January 2010 06:57GEORGE ZIMMER wrote on Wed, 20 January 2010 03:13Dover wrote on Wed, 20 January 2010 00:59GEORGE ZIMMER wrote on Tue, 19 January 2010 17:32Dover wrote on Tue, 19 January 2010 05:24

A year ago? Compare 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.

When you think about it, very few mods are "done" until they're dead, really. There's always going to be patches, additions (APB is doing this, too, you know), etc. I hardly ever see mods that go for a goal and completely achieve it without sidetracking so many times it becomes impossible to keep count. The only exception is maybe some singleplayer Half Life/Half Life 2 mods.

You're right. "done" is a bad word to use. How about "have a full, public release"?  
In that case, RP2 has, too

Sort of easy when it's just a map.

The biggest map in Renegade with more presets than almost every other mod (if not outright more than every other mod), sure.

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