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Subject: The (original) origin of the game's name

Posted by [terminator 101](#) on Wed, 18 Feb 2004 15:41:26 GMT

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PiMuRho

Because the primary focus of Renegade was the single-player campaign. Multiplayer was put in almost at the last minute, which is why it didn't have anywhere near as much time spent on it, and why those other game modes were never implemented.

So, in other words, they worked mostly on the below average singleplayer, but they worked least on the above average multiplayer (no wonder the net code is so bad). It does not make much sense.

Anyway, I think that they should have just focused on multiplayer, and drop the singleplayer completely. That way, the net code would be better (by better I mean that even people with slower computers and video cards would be able to play decently, and even people with DSL would be able to host more than laggy 4 people server), and multiplayer would be even better. And also the game would probably be out sooner. Don't you agree?

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