Subject: How to mod for official maps
Posted by Anonymous on Thu, 20 Feb 2003 20:57:00 GMT
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I'd like to know if it is possible to make a mod that work with standard maps without having to rebuild them all in the RenegadeTool.Downloading the official map zip is not solution because it doesn't contain City and Walls flying.I saw a mod (BaseLock) that used Walls flying with buildings with ramps but I dont know how the guy took it. [February 20, 2003, 20:59: Message edited by: erickmtl]