
Subject: An idea for a mod about building more structures
Posted by [Anonymous](#) on Sun, 09 Feb 2003 17:32:00 GMT
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More than likely impossible to do . I was thinking about this. If EA ever did make a Renegade 2, full bases should be made. Anyway, here's the idea that maybe be made into a mod with lots of programming or a Renegade 2. Make your map sort of as usual. Have full bases . Have a working con yard. Now what I was thinking was that a team fund raising thing could go towards buying a new building. You could have certain zones where, if you wanted an extra Tib ref, it would slowly be built. (Like I said, this would never work in a mod, unless we had a source code, and loads of programmers, but its a nice Idea for a Ren2)
