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Subject: Suggestion for CP2,to make Renegade..nice. :P

Posted by [Naamloos](#) on Fri, 29 Apr 2005 19:51:50 GMT

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Won't work out too good.

Example.

Let's say if a CP2 user has different models somewhere, a non CP2 user wouldn't see it. So if the CP2 user hides behind the new object the non CP2 users could still shoot/see him.

Or it would just create a version mismatch...

Also, SP buildings are a lot bigger then MP buildings. So even if it would work many things won't fit.

Changing just the texture/aggregates(do you spell it like that?) would work.

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