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Subject: Renegade for consoles?

Posted by [Sir Phoenixx](#) on Mon, 21 Apr 2003 12:14:04 GMT

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Sk8rRIMukOn console there would be no mod capabilities, unless they built in a system to load new maps, which would cost more money...

They could build a map editor into the console game that works by putting different blocks together, like putting the terrain, then putting the mountain\_02 block, then the big\_tree\_05 block in a few places, etc. Then the user can add a texture from hundreds onto each surface.

They could include dozens and dozens of different basic weapon parts in which the user can combine and exchange, then texture at will, and change it's settings and stuff like that. Same thing for vehicles and characters.

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