
Subject: Renegade for consoles?

Posted by [Sir Phoenixx](#) on Thu, 24 Apr 2003 12:45:49 GMT

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Sk8rRIMukSir PhoenixxSk8rRIMukSir PhoenixxSk8rRIMukOn 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.

But there would be no way to share ur creations as openly as the PC format allowws you.

-Sk8rRIMuk

Hmm, maybe Sony can add a USB CD-RW to it... , or they can make their memory cards have a larger capacity and have a smaller price. (And yes I'm talking about the PS2...)

It's things like USB CD-RW that are killing the console format!

I agree damm u sony ...

Hmmm all we need is for the damm hardrive and internet connection to come put and the it would be possible to download mods and then either load them from the hard drive or put em on memory cards so u can go show ur m8's...

Damm I wan't the harddrive .

-Sk8rRIMuk

The PS2 already has an modem/network adapter and hard drive addon.
