

---

Subject: Re: RenegadeRPG - Mod Idea  
Posted by [Naamloos](#) on Fri, 19 May 2006 16:20:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Different w3d? you mean, something still on the same map right?

What I did was having teleporters warp you a large distance away to a different "level". It worked ok that way as far as I know.

And yea, that way you can add new area's without having to change the whole terrain, though I would try to use that as few times as possible.

---