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Subject: Re: VIS

Posted by [Ethenal](#) on Thu, 12 Apr 2012 06:16:39 GMT

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saberhawk wrote on Wed, 11 April 2012 21:58 That's because Renegade wasn't designed to handle two different maps that are named the same. What you *should* be doing is naming your modified version something different.

No, I'm saying instead of requiring any map editing at all, a console command would solve the problem entirely without necessarily requiring it for anybody else. I assume it wouldn't be THAT difficult to do, but I'm not on the TT team and do not know the intricacies of what I am asking, so I was hoping someone here could enlighten and maybe help me.

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