Subject: Re: Important notice for all renegade mapmakers
Posted by jonwil on Tue, 11 Feb 2014 22:15:20 GMT

The way it works is that anytime a network object is created/loaded by the game it basically says "if there is already a network object with the same id, print a message and end the game"

all items under "buildings" and "objects" have network objects, as do doors, elevators and certain other things under tiles (dont have the code handy right now to check which ones)

Terrain and waypaths dont have network objects so they wont be passing through this code.