
Subject: What needs to be done.....

Posted by [Anonymous](#) on Fri, 19 Apr 2002 00:02:00 GMT

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Well, renegade doesn't push mods and maps, so, you can't have people running around with different mods because they can only join the ones they have. So, there needs to be one central mod, where everyone sends in their stuff, so that we're all on the same mod, and it can be updated daily or something. Otherwise, it'll be really hard to find a server with the mod you're using.

Subject: What needs to be done.....

Posted by [Anonymous](#) on Fri, 19 Apr 2002 00:10:00 GMT

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if the editor were like the old editors? Select this type of ground or import a map and put stuff on it. I can't even get some ground!

Subject: What needs to be done.....

Posted by [Anonymous](#) on Fri, 19 Apr 2002 00:12:00 GMT

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Well, as people figure stuff out, they'll be posted here... so all we can do is be patient, and try stuff out...I know I have since last night (though i haven't gotten anywhere yet.)

Subject: What needs to be done.....

Posted by [Anonymous](#) on Fri, 19 Apr 2002 00:13:00 GMT

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are you saying to combine all posible mods in to one huge download? and if so, what are you on? Crack???

Subject: What needs to be done.....

Posted by [Anonymous](#) on Fri, 19 Apr 2002 00:16:00 GMT

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it wouldn't be huge, it would be changing a few things here and there, adding some things, but the point is, there are many people making their own stuff, and it will probably never be hosted on a server, and they'll probably be the only ones to ever see it, and that just seems like a waste to me. there should be some kind of way to combine the works.

Subject: What needs to be done.....

Posted by [Anonymous](#) on Fri, 19 Apr 2002 00:21:00 GMT

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impossible, everyone wants their own type of mod, imagine fitting in a real combat mod with a mutant warriors invasion mod?No way, no way at all
