
Subject: Removing/editing Vehicle limit?

Posted by [EA-DamageEverything](#) on Tue, 22 Feb 2005 01:20:44 GMT

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The original maps made by Westwood are a bit too small, but there are enough Fanmaps which are big enough for rushes with 15 or more vehicles. think of Afghanistan, Roleplay (ok, not really C&C mode), Colossus2r1 and many more...

But we dont need the Limit-Hack, because due to the fact we have the vehicle wreckages, we can rush with more than 6 or 8 vehicles...

Just buy a med, wreck it, then buy the next and so on....

OT: Isn't it that Renegade was originally set up to= max 64 Infantry and max 16 vehicles in one game? I saw some servers with 127 slots....
