Subject: Re: RenegadeRPG - Mod Idea
Posted by Naamloos on Fri, 19 May 2006 13:22:02 GMT

I like this idea, a lot.

However, can it be done? Can servers hold such a large number of data? If so, I think there will be many options for us here.

I actually started my "C&C_Assault" co-op mini campaign with this kind of idea in mind, but ofcourse I had no way of completing it without server stuff.

Still, as I said, if the server data part can be done, I would really like to see a project like this take off.