
Subject: Re: Map Order In packages
Posted by [Veyrdite](#) on Fri, 10 Aug 2007 06:59:58 GMT
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Oh.

I agree otherwise with the maps being pkg for compatibility issues, and the fact he doesn't need to modify Rens strings for custom names, and bla bla else. If the person is going to be running a server dedicated to renhalo, they shouldn't care about other maps involved, so using a mix is useless.

Another thing is as a mix would require 101 mod folders in le, with duplicates of the same object presets tree files taking tonnes more space, and you cant update all of the object preset files in all the folders at once.
