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Subject: Do you think this is worth it? Server-side terrain?  
Posted by [\[REHT\]Spirit](#) on Wed, 13 Aug 2003 15:38:59 GMT  
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maytridyl know that in Soldner, the host can edit the terrain before each game.

I don't think it will work in Renegade. But it would definately be worth trying!

It ought to. Essintally all we're doing is killing and re-creating objects.

It just looks like terrain.....but in reality.....you're walking on a purchase terminal!  
BWAHAHAHA.....well.....sort of.....

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