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Subject: New MMORPG Recruiting.

Posted by [Dave Anderson](#) on Wed, 30 Mar 2005 02:52:31 GMT

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Ok all I know about mmorpg is that it is massive online gaming worlds. But to do this in Renegade it would take tons of work. I mean think about this, each "NORMAL" level is about 4-10MB depending on size. Most levels are already crowded enough with 42 people. But to have hundreds to thousands? You would have to have a "MASSIVE" level. One that no one would download because of size and it would take years to make it detailed. Yet alone making the bases big enough. Just a thought though. Thats if this is for Renegade though.

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