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Subject: Renegade for consoles?

Posted by [Sir Phoenixx](#) on Mon, 21 Apr 2003 22:24:54 GMT

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Sk8rRIMukSir PhoenixxSk8rRIMukOn console there would be no mod capability, unless they built in a system to load new maps, which would cost more money...

They could build a map editor into the console game that works by putting different blocks together, like putting the terrain, then putting the mountain\_02 block, then the big\_tree\_05 block in a few places, etc. Then the user can add a texture from hundreds onto each surface.

They could include dozens and dozens of different basic weapon parts in which the user can combine and exchange, then texture at will, and change its settings and stuff like that. Same thing for vehicles and characters.

But there would be no way to share ur creations as openly as the PC format allows you.

-Sk8rRIMuk

Hmm, maybe Sony can add a USB CD-RW to it... , or they can make their memory cards have a larger capacity and have a smaller price. (And yes I'm talking about the PS2...)

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