
Subject: New mod: renegade --> generals

Posted by [General Havoc](#) on Wed, 23 Apr 2003 20:20:48 GMT

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I think an easier way would be to have them all as two sided maps such as GLA vs USA and a different map as China vs GLA and so on. Having three sides isn't possible without the source code for Renegade. I can't see how you would get away with three sides that are enemies with each other unless you have them as allies it just isn't going to work on one map.

_General Havoc
