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Subject: Re: RenegadeRPG - Mod Idea

Posted by [Blazea58](#) on Tue, 23 May 2006 07:18:02 GMT

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Yea i personally think there should still be money in order to buy new items as well. You could setup store areas in their own world space, bots that stand there perhaps and triggers you press with E at that given character to buy the item they sell.

I am not really sure how flexible the scripting is for this kinda thing, but it would really be interesting to have these sorts of things to keep the players interested in leveling up, and playing of course.

Seems like a good plan overall with the setup so far.

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