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Subject: World Wide Gaming - Public Mod Releases  
Posted by [Brandon](#) on Wed, 19 Dec 2007 21:26:32 GMT  
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Once the World Wide Gaming community recovers from the past month of stress and load of problems that erupted we will begin to create public server-side modifications for people.

I will offer any help that I can with Level Edit, but since RenForums does such a good job at it already I'll mainly focus on producing server-side modifications. If anyone has suggestions they can post them on my forum (once we update and fix it). If anyone has ideas for a modification they want made then they're welcome to come and post about it and I'll try my best to get a modification made and released in a reasonable amount of time.

Before we begin making modifications we will be re-opening our past AI Bot Spawner list project and revising it. From what I've learned all you really need is one or two AI Bot Spawners per character maximum. I'll be putting up a tutorial on why you only need 1-2 spawners per character bot and how to set them up the way you want in a co-op, or whatever. We'll make sure that this time there's no server-side glitches like on the old World Wide Help Server Side Mod & AI Bot Spawner list. We'll be completely restarting the project from scratch since there won't be much to add to it.

WARNING: Our forum isn't ready for new members yet, we're moving our database to an officially stable version of phpBB 3.0.0 on a new folder on our FTP so please wait until I return with the 'OK' before joining and posting your suggestions or ideas for your own modifications.

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