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Subject: How To Make a Renegade Campaign?

Posted by [F1AScroll](#) on Tue, 10 Mar 2009 02:04:21 GMT

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I was thinking about making a total conversion. It's mainly focused on multiplayer, but it's goal is to innovate, and I want to innovate singleplayer Ren just like multiplayer. First off, how would I make a singleplayer map load instead of the tutorial or the campaign. Second, can I make a second campaign? Third, what can I use in singleplayer that I can't in multiplayer, and what can't I use in multiplayer that I can in singleplayer? Fourth, do PTs work in singleplayer? Finally, would it be possible to add an option to access the encyclopedia to the main menu and to edit what is available in the encyclopedia? Thanks in advance.

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