
Subject: Re: Some questions/suggestions

Posted by [Ghostshaw](#) on Fri, 25 Sep 2009 11:53:13 GMT

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1. No, Renegades engine is inherently single threaded, changing that would be too much work.
 2. Editing models will be disallowed.
 4. We will probably not do this.
 5. There is some advanced building stuff in the work, and we already have had some experimentation going on with spawned buildings. We probably won't change the standard maps though.
 6. Someone was working on a fix for this, dunno how far they got exactly.
 7. The Patch will be spread through the XWIS/WOL autoupdater.
 8. Maybe in SSGM
 9. Same as above.
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