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Subject: Re: An idea

Posted by [GEORGE ZIMMER](#) on Wed, 30 Dec 2009 12:25:09 GMT

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Sladewill wrote on Tue, 29 December 2009 18:55not really since the engine wasnt designed to do that and changes like that make it lag... eg. Roleplay

Uh, what? RP2's changes (If that's what you're referring to) that lag are pretty much just because it's such a fucking huge map. Not much of the lag can be attributed to a script.

And I'm not saying Renegade should be a 100% RTS, obviously. But making it have a few RTS aspects isn't a bad thing.

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