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Subject: Re: stealth affects bloked

Posted by [StealthEye](#) on Sat, 22 Oct 2011 17:48:34 GMT

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From what I understood, the most important problem with that as is that Renegade preloads assets and reuses them in different games. Simply changing the files that are loaded depending on the current game does therefore not work. I do think it would be better to make it work like you suggest somehow, but it's not as easy as it sounds. It also requires some additional communication between server and client to negotiate what files can be used. This is also not that easy to implement. I'll add it to the TODO list for further investigation though.

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