Subject: Re: Work is being resumed on scripts for Renegade
Posted by StealthEye on Tue, 15 Jul 2014 22:04:54 GMT

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I don't think so. Although things might go wrong if you're going towards 250 bytes total length for all package names combined in a single game. I don't remember the details of the implementation, but that might cause netcode messages to become too long.

I think that anything that works with .pkg files and does not work with TT packages should be considered a bug. I think TT packages should replace .pkg files completely.