Subject: Re: RenegadeRPG - Mod Idea Posted by Oblivion165 on Fri, 19 May 2006 16:47:31 GMT View Forum Message <> Reply to Message

It wouldnt be every ten feet or anything, just from theme to theme. Maybe some on caves or similar.

The idea is to break the map up to cut down on render lag and spread out the people a bit.

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