

Network growing

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Thursday, 29 May 2008
Last Updated Thursday, 29 May 2008

As the Fallout 3 node is nearing completion, I'd like to say a little thanks here to all who have made it possible. However there is some bad news..

There might not be an editor for Fallout 3 after all. This means we will have to do a lot more work in order to mod anything in the game. We will eventually be able to bring out at least some form of mod. If it will ever be possible to do a total conversion of the game, or even add a new monster for that matter .. we don't know yet. Likely we will be able to use the Oblivion editor on the same files, perhaps with a slight adjustment to the editor. In any case .. we will endeavour to find out.

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