Subject: Mod Community Meeting
Posted by Anonymous on Sat, 07 Dec 2002 15:35:00 GMT
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Read: Future of Gaming ModsThat is a very interesting read. The article basically describes how it is here. Our mod'ing community may be very small and the Renegade game community doesn't have a large base (even if the game is on discount at most retail stores), but it still doesn't mean we are out. This game is being "unlocked" day by day and I know that by the time decent mods come out there will be more openings for change in gameplay.The article says:"These sorts of face-to-face mod seminars aren't new, however. Before releasing Command & Conquer: Renegade, Westwood flew several mod makers out to Las Vegas to show them the game engine. However, the game failed to develop much of a mod community when it was released."---------And if you look at other communities you will find that the quality level is pretty high before anyone posts things. (Be it levels, characters, etc) So what I am trying to say is that before you say, "Look at my newb model!" Give it more work/time and try to impress us.Saying something like, "I got the first _____!" is about as dumb as keeping a world record for the most times a baseball player has scratched his crotch while standing at 3rd base on a Friday. There is no Renegade record book to be entered in, and there certainly isn't anyone there to shake your hand and say congrats! (Well maybe a few of you have that option)Before you destroy a new person to the community, welcome them. If you look at the reviews of Renegade you'll notice that most of the problems were just that the single player was too blah (the AI was a little low in the IQ level). So if we can revive this game by improving things that didn't work the first time... all the more power to us! Reviving doesn't mean that it will happen over night, we'll have to show people reasons why they need to buy this game. I'd personally like to see some multiplayer levels like the preview shots in gaming magazines.This community is too personal. The opinions and ideas of everyone are supposed to help not drive someone to depression because nobody likes them. Our opinions shouldn't have that large of an effect, but since we're all "friends" it seems to have one. We only share our views because we think that ___insert mod here___ could be improved.Lastly, there is not only 3 mod's currently being developed for Renegade and it's fine if there is competition between teams, but with this small of a community I don't think that it really helps. So everyone needs to work "together" to "improve" this game!TO NEW PEOPLE: Please do not be a lazy bum and ask 30 questions in 30 new topics about how to start modding. It wastes the veteran mod'ers' time. There are links all over this forum that send you to great tutorials!I'd like to hear your guys' thoughts/comments regarding this article.