Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 18:39:00 GMT
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I wonder if anyone actually read my post, maybe it was too long. Ack first off you have done spectacular things for the Renegade community. Not just the modding community either with your maps you extend the game play value of a game that would otherwise eventually run stale, however your comments do little to encourage new mod teams. Like I said earlier while it is great that many key figures have popped up and have taken the initiative and have paved the way for renegade modding (you, Dante and hundreds of people all of whom deserve my respect but I can't remember their names). It is also important that this forum be used to help those that are capable but currently uneducated. I myself have am guilty of not answering questions that I myself deem n00bish or simply idiotic. However simple answers of "search the forum, noob) only demoralize those that could eventually contribute great things to the community. The search option on the WW forums is hard to use and anyone searching for pertanent information can often not find it. We need to find a way to provide a diffinitive site perhapes with many tutorials and faqs. Also if you learn of something that might be of use to others, contribute it. There is far too much back-biting and fueding between the different mod groups. Which is evident in the thread "The News of ZERO: Stolen Property" where a mod maker refuses to realease any of his work because it might get stolen? I think that many sensible people would agree that we should start a project to assemble a collection comperable to the collection in RenHelp, perhapes Dante's new mod exchange could be the answer. This way people can be helped whilst not annoying those that take offense, like ACK here.