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Subject: It's about time you stop talking and start modding the game.

Posted by [Anonymous](#) on Mon, 18 Nov 2002 15:50:00 GMT

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well... these games get harder and longer to midify every time i see a new game. since the 2d games to th 3d games it has always gotten harder. and now there aren't nearly as much as people playing renegade as there were before. i took a look it was about 56 thousand online that had a account and not recruited. i agree ACK and i do think that there are to many said than done but they do take time and determiination. yet i am on the RA2 mod team and have been putting every second i have into it (not like some of my team ) but i try my best. mabye a good idea for westwood to do is release the mod tools very shortly after or before the game was to come out. this would have its disadvantages but it would aslo have its advantages. as for westwood no liking this because you could run around and see stuff that are in the game... thats another problem, but not mine . but all in all i do think that there should be more mods. but...P.S. little money would determine us ...but i know that wont happen

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