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

Posted by [Anonymous](#) on Sun, 17 Nov 2002 23:55:00 GMT

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The sad fact is not many people has the experianced needed to mod like other modders out there. What else is needed is time and I would say the people who really want to mod properly cannot do so due to time constraints. If i had more time to learn GMAX i would, im way to busy to learn GMAX or command level editor. But i am very slowly. If you havent herd im making my 007 Dam level. quote: None, none at all. "Tiberian Evolution" attempted to be a modification... Yet all it did was add some stupid units and structures that made no sense -- a modification without direction is a bad modification. I don't care how you'll attempt to defend the MIQ (Modification In Question) here, it never has and never will be anything more than some kid's playtoy he tossed out and supposedly made better. Tiberian Evolution is a really good and fun MOD to play. Just because it dosne't have a story line and bad units dosen't make it bad. Thats not the bad bit, the bad bit is no one else but a select few are currently making new levels or mods for renegade. Half-life opened up in 1997, 5 years ago, people are still making mods for that game. For example the HL:rallyi know i know "remember its MOD not mod"

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