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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 16:07:00 GMT

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I think the main problem with the modding renegade is the difficulties involved. To make a simple map takes a long amount of time compared to many other games such as UT. So since even simple things take a while to learn and do I believe that many people simply don't have the determination. Another problem I have noticed is that while there are many resources out there they are usually spread out and hard to find. There is no definitive place to go for tutorials for example. There is also alot of division between mod groups. Also there tends to be this attitude of "if you don't know the answers we're not telling". This only further demoralizes someone who is interested in modding but simply doesn't know how to. Also I think that you cannot blame the state of the community on age brackets. While it seems like there are alot of younger people out there they might just be stupid older people, we have now way of knowing. Also for any sort of original ideas to happen alot of knowledge is needed. People want to make a mod that is unique and adds something gameplay but with our curent knowledge of scripts and code a mod such RA2 is impractible and not possible to make. Even Reborn will run into problems soon. Hopefully with a public beta of the Red Alert mod there will be renaissance of Modding and people will be able to realize what they can do. I agree that idealy it would be best if more people tested the waters and actually started modding but patronizing them and talking down to them will only hurt the situation.

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