
Subject: Re: looking for mod help

Posted by [AoBfrost](#) on Wed, 23 May 2007 15:12:17 GMT

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jamiejrg wrote on Tue, 22 May 2007 23:17 Start small, learn bots, then learn maps. Little by little you will become more knowledgeable towards this stuff and your project will come together

Jamie

Well.....if this guy doesnt want to read basic and easy step by step tutorials, I'd say just forget the whole project, throw it into the trash and wait for EA games to release their next CNC fps which is in the works/planning, making a whole new renegade 2 would take voice acting, video animation, retexturing every single dang object in the game and alot of coding.....to even think of a mod team you;d have to be skilled like EA games or some big game company to even make a game like that, or take several years.
