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Subject: how to make my "own mod"?

Posted by [Oblivion165](#) on Wed, 03 Mar 2004 18:05:48 GMT

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It would take ALOT of work, you should really speak directly with a team for alot of your questions, but i would suggest copying renegade completely, just like they did, empty most of always.dat, if you wanted to do it the easy way just replace their models with yours, so your new model for the GDI soldier would just be named that exact thing they did. Im not truly sure, this is just how i thought it was done. Im sure the other posters will be more help.

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