
Subject: Modern Warfare Update
Posted by [maytridy](#) on Tue, 20 Apr 2004 01:50:35 GMT
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No, we haven't "mystically disappeared" as Ack thinks we have. We have only moved our mod from Renegade to Call of Duty. Why, you ask? Well, quite frankly, we're sick of the Renegade engine, and we wanted something better. Don't get me wrong, I love Renegade, and C&C, but we just didn't see it fit to keep modding this game. CoD provides us with many greater opportunities, and we have taken them.

Some may call us a failure, some may say that Modern Warfare never really had any progress anyways, but look at it from our perspective. Our ENTIRE team consists of me, Skierarc, and a few contributors here and there. Matt Spencer is our MA, but he doesn't actually mod. Now, with that in mind, it's quite hard to complete a modification with three members. We had practically no fan base, and practically no support.

I don't want this to turn into an argument about how we should or shouldn't have switched. I just wanted to let the Renegade community know, because some of you think that we just disappeared.

P.S. For the records, Genocide had nothing to do with this switch. He did not ruin MW, or hurt us in any way. He's only helped.

Good luck to all of the mods left, such as Ren Alert, Reborn, and FoF. I'm not leaving, I'll still be around the forums and supporting some mods. Have fun and happy modding.

Subject: Modern Warfare Update
Posted by [Aircraftkiller](#) on Tue, 20 Apr 2004 01:53:20 GMT
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Yet another one promises so much and ends up failing.

Quote:Now, with that in mind, it's quite hard to complete a modification with three members. We had practically no fan base, and practically no support.

No shit, what the fuck makes you think you could do anything major with three people who obviously aren't dedicated?

No one cares about Genocide.

Subject: Modern Warfare Update
Posted by [AAK625](#) on Tue, 20 Apr 2004 01:55:21 GMT
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You'll have it even harder at NOVA. At least if your mod dies, you won't have to add it to the list of

failed NOVA projects. Of course, the only failed mods at NOVA were the ones started by Bryan.

Subject: Modern Warfare Update
Posted by [IRON FART](#) on Tue, 20 Apr 2004 01:58:36 GMT
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I'd love to play a working version of your mod on CoD.

Especially if it has vehicles.

Subject: Modern Warfare Update
Posted by [maytridy](#) on Tue, 20 Apr 2004 02:00:18 GMT
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You, Ack, see it as a failure, I don't. Modern Warfare is still working towards a beta, just not for Renegade. We're still here and working on the mod. We haven't failed at all because our promise is still unbroken.

AAK, we may leave NOVA, but we need somewhere to go, and time to think about it. I'm not just going to pack up and leave in an hour.

Thanks for the support, IRON-FART, we're working on getting tanks and such in MP mode. The expansion pack will incorporate vehicles into MP also.

Subject: Modern Warfare Update
Posted by [AAK625](#) on Tue, 20 Apr 2004 02:02:14 GMT
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Yeah, I know, took CtA 3 days and that was because I was doing it. I really need to learn something about computers and hosting.

Talk to me on MSN, I'll help you out.

Subject: Modern Warfare Update
Posted by [maytridy](#) on Tue, 20 Apr 2004 02:02:38 GMT
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Ok, thanks.

Subject: Modern Warfare Update

Posted by [Aircraftkiller](#) on Tue, 20 Apr 2004 02:20:25 GMT

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I see it as a failure because IT FAILED. You promised it would come out for Renegade, it didn't. You said you'd work on it, you didn't.

You even ADMITTED that! What the hell makes you think anyone will be gullible enough to believe your three man army will do anything substantial with Call of Duty?

Subject: Modern Warfare Update

Posted by [maytridy](#) on Tue, 20 Apr 2004 02:24:16 GMT

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We're not planning on limiting our team to three mebers. We're going to try and get a team together once we get a little progress done. CoD has many more members in its community, and many more available modders. With time, we're hoping to build up a team.

You think that I didn't work on this mod?! I put HOURS into mapping and modding. Many screens were never released, and many things were created that you aren't aware of. A lot of it I'm saving for CoD.

Call it a failure if you wish, I'm not going to change your opinion. I see it as a work in progress, but you may not.

P.S. I'm almost positive that I never said that MW would be released for Renegade. Many times I called it a Renegade mod, but I never said that it's final release would be for Renegade.

Subject: Modern Warfare Update

Posted by [Skier222](#) on Tue, 20 Apr 2004 03:12:24 GMT

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Quote:

Posted: Sat May 31, 2003 5:03 pm

Quote:

I'm going to mark this along with the 196 other "New modifications" that never get finished, and never even make it to a public beta...

Prove me wrong if you can.

We'll try.

That was posted by Maytridy in the thread:

<http://www.renforums.com/viewtopic.php?t=5084&postdays=0&postorder=asc&start=0>
and the quote was from Aircraftkiller

Subject: Re: Modern Warfare Update

Posted by [Deactivated](#) on Tue, 20 Apr 2004 12:26:21 GMT

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maytridySome may call us a failure, some may say that Modern Warfare never really had any progress anyways, but look at it from our perspective. Our ENTIRE team consists of me, Skierarc, and a few contributors here and there. Matt Spencer is our MA, but he doesn't actually mod. Now, with that in mind, it's quite hard to complete a modification with three members. We had practically no fan base, and practically no support.

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I think Commando is on the same boat.

Currently the Commando team consists of me, Genocide and Havoc89.

It seemed like when the mod was announced here, the majority of responses were negative and skeptic.

Subject: Re: Modern Warfare Update

Posted by [Slash0x](#) on Tue, 20 Apr 2004 14:11:05 GMT

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SeaManI think Commando is on the same boat.

Currently the Commando team consists of me, Genocide and Havoc89.

It seemed like when the mod was announced here, the majority of responses were negative and skeptic.

People do like Commando out there. These forums are backed up by the Blackhand staff, so RenAlert will be heavily supported more than other mods here being that ACK is on the team.

Subject: Re: Modern Warfare Update

Posted by [sniper12345](#) on Tue, 20 Apr 2004 14:21:11 GMT

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SeaManmaytridySome may call us a failure, some may say that Modern Warfare never really had any progress anyways, but look at it from our perspective. Our ENTIRE team consists of me, Skierarc, and a few contributors here and there. Matt Spencer is our MA, but he doesn't actually mod. Now, with that in mind, it's quite hard to complete a modification with three members. We had practically no fan base, and practically no support.

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I actually looking forward to Commando. I wish I could help, but my abilities and equipment are limited.

Subject: Modern Warfare Update

Posted by [Deactivated](#) on Tue, 20 Apr 2004 14:52:50 GMT

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Any help is good.

Subject: Modern Warfare Update

Posted by [maytridy](#) on Tue, 20 Apr 2004 23:27:54 GMT

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Not to turn you away from Renegade, but other game communities have many more people if youre looking for help.

Subject: Re: Modern Warfare Update

Posted by [Vitaminous](#) on Wed, 21 Apr 2004 01:02:18 GMT

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SeaManmaytridySome may call us a failure, some may say that Modern Warfare never really had any progress anyways, but look at it from our perspective. Our ENTIRE team consists of me, Skierarc, and a few contributors here and there. Matt Spencer is our MA, but he doesn't actually mod. Now, with that in mind, it's quite hard to complete a modification with three members. We had practically no fan base, and practically no support.

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I'd be helping right now, but I do not want to work with someone like Genocide, so forget it.

Subject: Re: Modern Warfare Update
Posted by [bigwig992](#) on Wed, 21 Apr 2004 02:01:29 GMT
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SeaMan

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I'm interested and all, I just want to see a lot more screens and preview movies .

Subject: Re: Modern Warfare Update
Posted by [Deactivated](#) on Wed, 21 Apr 2004 12:12:29 GMT
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bigwig992 I'm interested and all, I just want to see a lot more screens and preview movies .

I see several things coming up...Orca Lift Truck, Raveshaw, Cargo Truck, Hummvee, Combat Knife, M16A2 and M203...

Aprime I'd be helping right now, but I do not want to work with someone like Genocide, so forget it.

Meaning if he models for Commando DOESN'T mean that you have to work with him.

Subject: Modern Warfare Update
Posted by [Dante](#) on Thu, 22 Apr 2004 05:49:27 GMT
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THIS IS THE KEWL, MAYBE NOW WE CAN HAVE MODS FOR THE GAME SO WE CAN PLAY MORE PEOPLE!!!!11!!
