Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 01:28:00 GMT
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We were always planning on making a "proper" mod for Renegade (in fact, two - a conversion of our Eradicators mod, and an original one called "Midnight Chaos"). However, without any kind of source release (an updated scripts.dll doesn't count), mods that aren't just "Renegade, but with different vehicles!" are not possible.It's nothing to do with lack of commitment or ability. Renegade just doesn't have the tools to do the job.I'm still tempted to make a Renegade map though, when I get some free time

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 01:59:00 GMT
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Well, you know, modification is in fact not very easy. This forum is also here for people who want to learn to mod and use the modding tools, and for asking questions about them.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 02:12:00 GMT
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Well said.I think one of the main problems is that people have all these wild and magnificent ideas which the originally want to create, but then half way in, realize that modding Renegade is bloody difficult, at least to create anything decent.In terms of modding RA2 and Renegade, it is like climbing a hill, and then scaling Everest.I have also found from personal experience that trying to put together a good mod team is almost impossible, and to create a good mod, thats what you need.Basicaly, you can't rely on anyone (at least over the net), if you want something done well, DO IT YOURSELF!And this is the reason my mod is taking sooo long...

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 02:18:00 GMT
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quote:Originally posted by scarface:Well said.I think one of the main problems is that people have all these wild and magnificent ideas which the originally want to create, but then half way in, realize that modding Renegade is bloody difficult, at least to create anything decent.In terms of modding RA2 and Renegade, it is like climbing a hill, and then scaling Everest.I have also found from personal experience that trying to put together a good mod team is almost impossible, and to create a good mod, thats what you need.Basicaly, you can't rely on anyone (at least over the net), if you want something done well, DO IT YOURSELF!And this is the reason my mod is taking sooo long...all the capability in the world, and i can't make a 3d smily face....DI = me trying to beg and plead for the models i need

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 06:51:00 GMT
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I agree, but it isnt the creators fault, often the whole commmunity or team members of the mod team flame or ignore it and it collapses. A few ambitious mods suchs as renegade alert, reborn, land air and sea, and our blackops ones have strong potential and have strong teams (maybe not the land air and sea one(no offense)). our blackops one had a head start because it grew from an already exsisting mod team, its taken only a week to get it around \%10 done and new plans in the future should step it up. the renegade alert mod has (i think)large amounts of it done, same with the reborn mod. The smaller mods are ignored because they appear small and dont have a base to start from such as popular members or mod teams.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 08:35:00 GMT
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About about this topic who's talking to much now.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 08:36:00 GMT
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About about this topic who's talking to much now.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 09:11:00 GMT
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From what i have seen so far this Entire forum is a good place to ask questions and share your knolege with other people that our intrested in Modding now natrually Ack Has to put his two cents in when in all rerality although her may be good with moding thus far the best help ive seen from him on any forum was very small "not saying this to be mean i think a lot of his maps our good" however if you feel people talk to much stop reading it and go work on your mod. your not the boss of these people and as far as i know we dont get paid for this witch mean we can do it at our own pace and in our own time.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 09:19:00 GMT
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I tried to make a sound mod, but no one answered the questions I needed to know.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 09:37:00 GMT
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Heh, you fail to see two critical points, Not everyone cares about their reputation, sure you feel good if you are called famous or something, but there is no depth to that, all you did was release a couple models. Also, not everyone is as good at creating total conversions becuase they simply don't have the time, and all of the best modders are on those two productive teams.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 10:15:00 GMT
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i agree. Dont just take others creations and add some of your ideas, create your own stuff and mod that. Some of it is ok but I have noticed some seriously unskilled peeps on these boards. and usually they just dont want to put the effort into doing something new.As I stated before, the RA1 total conversion mod is the best mod currently. After that one, I think it is lame to make anymore mods that barrow from other cnc titles especially the ones that are made much much less skillfully.I do beleive the point is to keep on improving.I would never release something that is not perfect in my vision. So why would you say "thats good enough" or just say that looks right, i will stop there. Always strive to make something better. Not just good, Great.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 10:20:00 GMT
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More and more people are getting into modding , but the proplem is most mod teams demand what most can't offer. i have been looking for a mod team but every requres "expert modelers" and not many of those even exist! so its hard to find a good mod team!

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 10:50:00 GMT
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quote:Originally posted by Laser2150:More and more people are getting into modding , but the proplem is most mod teams demand what most can't offer. i have been looking for a mod team but every requres "expert modelers" and not many of those even exist! so its hard to find a good mod team!our team doesnt need expert moddlers, right now we mainly just need someone who can proccess current moddels, mainly guns.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 10:55:00 GMT

hey do you have MSN Maimer1 ? let me know

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 12:09:00 GMT

You're going to have to excuse me here...I've been with this board since the day it opened, getting on two years ago. Now, lots of modification ideas have been tossed around since then... But mainly in the general board which was the only board to exist at that time, until The Silo came into effect a few days later.As the game grew closer to release, the modification forum was prepped by Westwood. It was opened shortly after the game was released if I remember correctly. Now, ever since then, has any real modification been released? I'm not talking about some map with some modified units, I'm talking a total conversion or at least a good modification.The answer? 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.How many ideas have we gotten over the months this forum has been open? What, over two hundred, at least? How many modifications were cancelled because the designers had no initiative, or that they didn't want to actually do it? You get people saying "Well, I need this and that and whatever else," making it seem like anything you're telling them to do is easy, so they end up quitting in the long run and your modification-to-be dies off... Leaving you like PlanetShaun and Andre\AllGusto, empty handed and full of empty promises that just kills your reputation.So why are any of you here? Are you here to really modify the game and design stuff that will make Westwood turn its head towards you, or are you still going to stick with lame additions or other stupid things because you won't go above and beyond?What real modifications do we have, anyways? I keep hearing concepts and other things that we always hear, yet only the Renegade Alert and Reborn modification teams are actually doing anything with any real substance. Yes, obviously, I'm biased towards Renegade Alert - seeing as how I'm a team member, yet I'm also able to see things like this without having to think of the RA conversion. It's pathetic, we have all these good modding tools and no one but two teams are really using them to their fullest potential. The rest have either slacked off, not delivered, or promised about 15 separate maps or modifications and never updated anything about them again.So, ask yourself, why are you here - are you here to recruit for other games, recruit for some imaginary modification team, or are you here to modify the game in your image and how you think it should be, by really using the tools instead of ****ing with some Westwood maps to put in Guard Towers?Come on, get with the program. Either start modifying the game, or get out of the modification forum. The last thing we need is more people calling for more modification teams which will never make a single modification in their entire existence.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 12:23:00 GMT

Well said ACK.Tho i believe a reason these mod 'teams' are failing is because the majority are nothing more than groups of young teens (10 - 16 yr olds) who have become internet acquaintances that obviously don't know each other in real life, and therefore have no real personal interaction/dedication to each other.Leaving their mods to die, because either they don't speak to each other regularly, or they just get bored of people they don't personally know. It's obvious that nobody from these mod teams over the internet can be made to do anything against their will, so you can understand that if any of the team members lose the motivation to mod, the whole team is screwed.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 15:58:00 GMT
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quote:Originally posted by Tripic:From what i have seen so far this Entire forum is a good place to ask questions and share your knolege with other people that our intrested in Modding now natrually Ack Has to put his two cents in when in all rerality although her may be good with moding thus far the best help ive seen from him on any forum was very small "not saying this to be mean i think a lot of his maps our good" however if you feel people talk to much stop reading it and go work on your mod. your not the boss of these people and as far as i know we dont get paid for this witch mean we can do it at our own pace and in our own time.What a lame excuse for being lame. If you're not here to modify the game, then get the **** out. As previously stated, this is the modification forum, not the "I'll get around to doing things when I feel like it" forum.Do you people not realize what you do when you're giving the public nothing but empty promises and failed modifications? They believe, as a whole, that modifying this game is not possible because of freaks like you. If you're going to begin something, finish it! Don't destroy the game's outlook because you're too ****ing lazy to do anything you promised.This game isn't bound by C&C mode! Look at Dante and Jonathan Wilson! They've gotten user scripts made, *without the source code from Westwood!* Did any of you help? I certainly didn't... Yet those two went above and beyond to *figure out how to make their own scripts* for this game! You said it wasn't possible, Westwood said they wouldn't give out the source, yet we have those two making scripts for modifications that will blow your world -- and you're missing out on it because you refused to do jack **** to help the community.If this game dies, it's because of a lack of support and intelligence from the community, not from Westwood Studios.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 16:02:00 GMT
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agreed ^^^^this engine will do WAY more than alot of people here care to explore...i have 2 renegade directories, one that is TOTALLY modded, and one that is standard..."but that isn't possible" ---- BS

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

Posted by Anonymous on Sun, 17 Nov 2002 16:05:00 GMT
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look ACK just because your westwoods little ***** doesnt meen your god when you pay us for the work being done then maybe we listen until then STFU

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.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 17:07:00 GMT
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quote:Originally posted by Tripic:look ACK just because your westwoods little ***** doesnt meen your god when you pay us for the work being done then maybe we listen until then STFUIf that's your only defense, then modding the game isn't for you...As StoneRook would say, "Since you're just using Mommy and Daddy's rig to modify the game, kindly leave us all the hell alone."

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 18:04:00 GMT
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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 18:42:00 GMT
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actually i know that is false.he is working 24/7 home boi !!!

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Sun, 17 Nov 2002 21:12:00 GMT
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quote:Originally posted by aircraftkiller2001:You're going to have to excuse me here...I've been with this board since the day it opened, getting on two years ago. Now, lots of modification ideas have been tossed around since then... But mainly in the general board which was the only board to exist at that time, until The Silo came into effect a few days later.As the game grew closer to release, the modification forum was prepped by Westwood. It was opened shortly after the game was released if I remember correctly. Now, ever since then, has any real modification been released? I'm not talking about some map with some modified units, I'm talking a total conversion or at least a good modification.The answer? 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.How many ideas have we gotten over the months this forum has been open? What, over two hundred, at least? How many modifications were cancelled because the designers had no initiative, or that they didn't want to actually do it? You get people saying "Well, I need this and that and whatever else," making it seem like anything you're telling them to do is easy, so they end up quitting in the long run and your modification-to-be dies off... Leaving you like PlanetShaun and Andre\AllGusto, empty handed and full of empty promises that just kills your reputation.So why are any of you here? Are you here to really modify the game and design stuff that will make Westwood turn its head towards you, or are you still going to stick with lame additions or other stupid things because you won't go above and beyond?What real modifications do we have, anyways? I keep hearing concepts and other things that we always hear, yet only the Renegade Alert and Reborn modification teams are actually doing anything with any real substance. Yes, obviously, I'm biased towards Renegade Alert - seeing as how I'm a team member, yet I'm also able to see things like this without having to think of the RA conversion. It's pathetic, we have all these good modding tools and no one but two teams are really using them to their fullest potential. The rest have either slacked off, not delivered, or promised about 15 separate maps or modifications and never updated anything about them again.So, ask yourself, why are you here - are you here to recruit for other games, recruit for some imaginary modification team, or are you here to modify the game in your image and how you think it should be, by really using the tools instead of ****ing with some Westwood maps to put in Guard Towers?Come on, get with the program. Either start modifying the game, or get out of the modification forum. The last thing we need is more people calling for more modification teams which will never make a single modification in their entire existence.i still working on me ra2 TC i wont stop making it!! u can trust me

---

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 proplerly 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 "rember its MOD not mod"

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 01:28:00 GMT
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I disagree with some of aircraftkiller's comments.Modifying the scripts isn't the be-all and end-all (I'm not knocking Johnathan and Dante's efforts here). It's still nothing like the level of modification you can get with the game source provided by companies like Valve, id and Epic. That's why their games have such a large modding community. Remember Westwood's mod college? Where they invited a bunch of different mod developers to come and look at the engine? What happened to the mods that were due to come from that? No source code. Without it, you're very limited in what you can do, even with modifications to scripts.dll For example - for us to make our Eradicators mod for Renegade, we'd need to be able to have two separate HUDs (one for each side), proper auto-teaming that takes into account the imbalanced sides (Eradicators has unbalanced team numbers), allow us to add new weapons with abilities that aren't natively in the engine (EMP gun that temporarily disables armour, tagged missiles, heavy rifle that can't be fired while moving), and that's just for starters.None (or very little) of this is possible for Renegade, whereas it's all possible in Half-Life, Quake (1, 2, and 3) and Unreal/Tournament/2003 simply because their game code is exposed.So it's certainly not laziness on our part - I make maps, models and textures, and we have two talented programmers, but we're not going to fight with an engine that doesn't support some fairly basic features.If Westwood had released some code, there would be more "proper" mods. They didn't, so there aren't. You can't blame the community for that.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 12:46:00 GMT
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Tiberian Evolution is bad simply because of the reasons you outlined, plus a few more.The vehicles suck.The maps are horrible.The modeling is terrible.The balancing is worse.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 13:00:00 GMT
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it not lack of talent and the comunitys fault if the game goes down its the fault of westwood making a game saying they will put allsorts in it but then all you get is a lame single player and a repetitive mutiplayer game the ability to totaly convert the game comes down to the fack that only 2 people know how to edit the scripts that most ppl need to do mods like im doing a mod for it to end up the way i want i would need to totaly change the pt system and with out knowing how to make my own scripts and no1 sharing the knolage of how to edit them there will be alot of ppl make mods but then they cant get them to work to the way they origonaly planed so they just quit at doing it as a half made mod is rubbish acording to you like i asked on here for help b4 and all i got was ppl telling me to search the forums or ppl like ack telling you if you cant do that you shouldnt mod so share what you knwo then ppl can make better mods.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 13:01:00 GMT
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No, thanks. I'd rather be a moron than read an entire post by you.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 13:43:00 GMT
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I'll agree with ACK on this, customs scripts can do loooooooooooooooooooooooots.Did you know that you can make MCVs with just text scripts?! Or make buildings pop up from the ground?! Without a modded scripts.dll? Just text scripts?!It was said to be impossible. Maybe I should go get {NRG}Phantom over here....

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 14:39:00 GMT
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quote: THE SCRIPTS DANTE AND JONATHAN ARE DOING CAN DO MORE THAN YOU CAN BELIEVE. YOU CAN DO ALMOST ANYTHING WITH THE GAME ENGINE UTILIZING THOSE SCRIPTS THEY DESIGN. Ok, but drop the condescending tone. I'm not a 12-year-old with pretensions of competence. quote:There, your entire argument shut down...Not really. Sure, it may be possible, but look at the timescale. If Westwood had released code, we could have had our mod released by now. quote:Now, back to my point:If this game dies, it's because of a lack of support and intelligence from the community, not from Westwood Studios. And if Westwood had released the source, then mods would have come a lot faster, rather than so long after the game was released. The community owes Westwood nothing.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 14:50:00 GMT
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quote:Originally posted by PiMuRho: quote: THE SCRIPTS DANTE AND JONATHAN ARE DOING CAN DO MORE THAN YOU CAN BELIEVE. YOU CAN DO ALMOST ANYTHING WITH THE GAME ENGINE UTILIZING THOSE SCRIPTS THEY DESIGN. Ok, but drop the condescending tone. I'm not a 12-year-old with pretensions of competence. quote:There, your entire argument shut down...Not really. Sure, it may be possible, but look at the timescale. If Westwood had released code, we could have had our mod released by now. quote:Now, back to my point:If this game dies, it's because of a lack of support and intelligence from the community, not from Westwood Studios. And if Westwood had released the source, then mods would have come a lot faster, rather than so long after the game was released. The community owes Westwood nothing.The community never owed Westwood anything to begin with, so that's pretty much another moot point.Westwood wasn't the one to decide about the source, if you actually paid attention to what happened... It was EA's decision. With attitudes like yours, modding games isn't possible because you expect everything to be set out for you. Sometimes the best things aren't the easiest to learn... Perhaps you should remember that when you go modify another ****ty game engine.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 15:11:00 GMT
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I am sick and tired of people who want to dis ACK. He has done too much. We should praise, and I agree to the fullest. Would this game be the same? No, ACK has done almost everything for aynone.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 15:13:00 GMT
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quote: Westwood wasn't the one to decide about the source, if you actually paid attention to what happened... It was EA's decision.Are you actually capable of civil conversation?I'm fully aware of what happened over the source. I was very heavily involved in Renegade since the beta (not just testing), and I've always kept a very close eye on things. quote: With attitudes like yours, modding games isn't possible because you expect everything to be set out for you.[quote]And you're basing that on what exactly? If you think making mods for other engines is easy, you're mistaken. Nothing is "set out for you", and it still requires the same level of skill to make as a Renegade mod does.[quote] Sometimes the best things aren't the easiest to learn... Perhaps you should remember that when you go modify another ****ty game engine. Considering I had to learn 3D Studio for my job, I'm well aware that the best things aren't the easiest to learn. Obviously, Renegade isn't the only engine out there. Insulting other engines is a tad childish, don't you think?You know, just because someone disagrees with you, it doesn't give you some kind of right to insult them, or make them automatically wrong. Your opinions are only worth as much as anyone else's.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 15:29:00 GMT
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Remember, its just a game.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 15:50:00 GMT
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well... these games get harder and longer to midify every time i see a new game. since the 2d games to th 3d games it has always goten harder. and now there aren't nearly as much as people playing renegade as there were before. i took a look it was about 56 thousand online that had a acount and not recruited. i agree ACK and i do think that there are to many said than done but they do take time and determiination. yet i am on the RA2 mod team and have been putting every secound i have into it (not like some of my team   ) but i try my best. mabye a good idea for westwood to do is release the mod tools very shortly after or before the game was to come out. this would have its disadvantages but it would aslo have its advantages. as for westwood no liking this because you could run around and see stuff that are in the game... thats another problem, but not mine   . but all in all i do think that there should be more mods. but...P.S. little money would determine us   ...but i know that wont happen

---

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 15:58:00 GMT
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o and btw... we ar the paying customer. not westwood. if it is anyones fault it not ours. we payed for this game. the makers were payed. ea was payed. the community wasn't. you can see were the determination is missing.i like moneyi have little moneyi want moneythats were u come in
  [November 18, 2002, 16:00: Message edited by: avroaero]

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 18:39:00 GMT
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I wonder if anyone actually read my post, maybe it was too long. Ack first off you have done spectacular things for the Renegade community. Not just the modding community either with your maps you extend the game play value of a game that would otherwise eventually run stale, however your comments do little to encourage new mod teams. Like I said earlier while it is great that many key figures have popped up and have taken the initiative and have paved the way for renegade modding (you, Dante and hundreds of people all of whom deserve my respect but I can't remember their names). It is also important that this forum be used to help those that are capable but currently uneducated. I myself have am guilty of not answering questions that I myself deem n00bish or simply idiotic. However simple answers of "search the forum, noob) only

demoralize those that could eventually contribute great things to the community. The search option on the WW forums is hard to use and anyone searching for pertanent information can often not find it. We need to find a way to provide a diffinitive site perhapes with many tutorials and faqs. Also if you learn of something that might be of use to others, contribute it. There is far too much back-biting and fueding between the different mod groups. Which is evident in the thread "The News of ZERO: Stolen Property" where a mod maker refuses to realease any of his work because it might get stolen? I think that many sensible people would agree that we should start a project to assemble a collection comperable to the collection in RenHelp, perhapes Dante's new mod exchange could be the answer. This way people can be helped whilst not annoying those that take offense, like ACK here.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 19:07:00 GMT
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I have been watching yall keep on talking writing like half a page, of bunch of BS, lets do this "It's about time you stop talking and start modding the game." - Aircraftkiller2001.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 19:12:00 GMT
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well i gota agree with ack on this one, ive sorta fallen out of the love for renegade, the only real reaosn thats keeping me here is the actual mods, liek the ra1 mod and the reborn teams, most of the others r just either not worth even downloading, or just really suck, most of em r, "first map! hope u like" or jsut the same as most maps exept a extra building here, extra unit there, no one plays them online, cant wait till the ra1 mod comes out   those r the mods that ppl look forward to, how long is this mod taking already?? close to a year is it?? sumthing liek that, that is a true mod, sumthing i would actualy downlaod and play on the net, and so would other ppl, i dont belive any1 of u that say you think ack stuff is crap and you wouldent d/l his stuff, dont lie now   anyways, lets here the next flame.......

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Mon, 18 Nov 2002 23:13:00 GMT
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quote: I wonder if anyone actually read my post,JT bob, use paragraphs and white spaces (or green/black). It is harder to read a page of straight foward text then it is with a page with paragraphs and white spaces. quote: o and btw... we ar the paying customer. not westwood. if it is anyones fault it not ours. we payed for this game. the makers were payed. ea was payed. the community wasn't. you can see were the determination is missing.i like moneyi have little moneyi want moneythats were u come in   Yea we paid westwood/ea for this game, so get back to work EA/westwood *WHIP CRACK*

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 19 Nov 2002 00:37:00 GMT
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You really don't know what their custom scripts can do, from what you're saying.Let me get this across to you in a simple manner:THE SCRIPTS DANTE AND JONATHAN ARE DOING CAN DO MORE THAN YOU CAN BELIEVE. YOU CAN DO ALMOST ANYTHING WITH THE GAME ENGINE UTILIZING THOSE SCRIPTS THEY DESIGN.There, your entire argument shut down... Now, back to my point:If this game dies, it's because of a lack of support and intelligence from the community, not from Westwood Studios.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 19 Nov 2002 00:56:00 GMT
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Another one of Ack's attempts to rid Renegade completely of anyone who may compete with him? BTW, I am thinking of making a mod right now. Does anyone want to join my team?

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 19 Nov 2002 00:58:00 GMT
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quote:Originally posted by steggyd:Another one of Ack's attempts to rid Renegade completely of anyone who may compete with him? BTW, I am thinking of making a mod right now. Does anyone want to join my team?   Don't be a moron, read what I wrote and don't put words in my mouth.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 19 Nov 2002 02:38:00 GMT
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I haven't been on these boards for a LONG time, but I heard of this topic so I stopped by.I left long ago, because frankly the situation looked hopeless, westwood had just told us that the source scripts were not going to be released and my heart dropped, also the lack of interest from the community of westwood idiots turned me off also.90\% of the community is kids, and stupid ones that annoy the living \%#&! out of me. Sure a stupid mod with stupid vehicles and stupid crap and stupid maps and general BS gets praised, but my adventure of making ALL maps with ramps and aircraft garnered no interest at all. I just didn't get it, how much fun would it be to have the option to fly in ALL maps!? I guess not much, it excited me, but me only. Its not a total conversion, but I mean still common aircraft on every map! I was trying to do this just weeks after the aircraft maps were introduced.It was a combination, of both the communitys lack of general enthusiasm, and westwoods lack of giving us a lot to work with. I guess some still kept at it and figured out how to make some nice scripts, thats awesome. I commend you also for your efforts ack, but im not comming back, this all took too long and to me this community is now somewhat small.Good luck, just thought I would throw in my story to try and explain. Sure NOW there is a lot you can do, but it

came somewhat late, things fell apart before they could be taped back together.I was really looking forward to the silent strike cs type mod to renegade, looks like that got nowhere. Sad...

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 19 Nov 2002 02:47:00 GMT
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Also a couple other things:Mod sharing online is broken, its completely crappy, this ditracts from the usuability of mods a LOT, because not having the ability of people downloading your mod online OR EVEN SEEING YOUR SERVER is just horrible.Current westwood maps editing, we can't because way back we didnt have the gmax files, only the commando files and you can only do half as much with them. Unless they released the gmax files, which I bet they didn't.You can do anything with those custom scripts they made? I doubt that, as long as we don't know the code that is used in the game, its like coding with a blindfold.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 19 Nov 2002 04:51:00 GMT
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The Renegade modding tools are _the_ crappiest tools ever created. Give me UnrealED/Worldcraft/Q3Radient/Anything else over ****ing Gmax ANYDAY.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 19 Nov 2002 07:26:00 GMT
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quote:The Renegade modding tools are _the_ crappiest tools ever created. Give me UnrealED/Worldcraft/Q3Radient/Anything else over ****ing Gmax ANYDAY.   They may be easier to use than Gmax/3D Studio, but they're nowhere near as powerful. More recent game engines are moving away from the simple brush style levels, and using "proper" modelling packages to construct levels.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 19 Nov 2002 13:43:00 GMT
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quote:Originally posted by Every Silent Victim:Also a couple other things:Mod sharing online is broken, its completely crappy, this ditracts from the usuability of mods a LOT, because not having the ability of people downloading your mod online OR EVEN SEEING YOUR SERVER is just horrible.Current westwood maps editing, we can't because way back we didnt have the gmax files, only the commando files and you can only do half as much with them. Unless they released the gmax files, which I bet they didn't.You can do anything with those custom scripts they made? I

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doubt that, as long as we don't know the code that is used in the game, its like coding with a blindfold.Sure it is... That's why the Renegade Alert has functioning Helipads and Naval Yards\Submarine Pens... But everyone thought that was impossible.That's why we're going to have different style beacons without the sky animations... But everyone thought that was impossible too.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 19 Nov 2002 13:54:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Every Silent Victim:Also a couple other things:Mod sharing online is broken, its completely crappy, this ditracts from the usuability of mods a LOT, because not having the ability of people downloading your mod online OR EVEN SEEING YOUR SERVER is just horrible.Current westwood maps editing, we can't because way back we didnt have the gmax files, only the commando files and you can only do half as much with them. Unless they released the gmax files, which I bet they didn't.You can do anything with those custom scripts they made? I doubt that, as long as we don't know the code that is used in the game, its like coding with a blindfold.Sure it is... That's why the Renegade Alert has functioning Helipads and Naval Yards\Submarine Pens... But everyone thought that was impossible.That's why we're going to have different style beacons without the sky animations... But everyone thought that was impossible too.   Renegade Alert needs to stop doing the SIMPLE stuff and get on to the harder stuff   As for not being able to do anything with scripts: So what? You can do 999999999999999999... things WITHOUT scripts!!! You can make deployables and MCVs with TEXT SCRIPTS made with NOTEPAD

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 19 Nov 2002 13:58:00 GMT
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no I think its Mod, not MOD. anyway,I wish I was smart enough and patient enough to be able to make cool mods, but I am barely makeing playable maps. Its alot of work.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 19 Nov 2002 14:23:00 GMT
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quote:Originally posted by NameHunter: quote:Originally posted by aircraftkiller2001: quote:Originally posted by Every Silent Victim:Also a couple other things:Mod sharing online is broken, its completely crappy, this ditracts from the usuability of mods a LOT, because not having the ability of people downloading your mod online OR EVEN SEEING YOUR SERVER is just horrible.Current westwood maps editing, we can't because way back we didnt have the gmax files, only the commando files and you can only do half as much with them. Unless they released the gmax files, which I bet they didn't.You can do anything with those custom scripts they made? I doubt that, as long as we don't know the code that is used in the game, its like coding with a

blindfold.Sure it is... That's why the Renegade Alert has functioning Helipads and Naval Yards\Submarine Pens... But everyone thought that was impossible.That's why we're going to have different style beacons without the sky animations... But everyone thought that was impossible too.   Renegade Alert needs to stop doing the SIMPLE stuff and get on to the harder stuff   As for not being able to do anything with scripts: So what? You can do 999999999999999999... things WITHOUT scripts!!! You can make deployables and MCVs with TEXT SCRIPTS made with NOTEPADYou can't do the harder stuff until you finish the simple things...

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 19 Nov 2002 14:33:00 GMT
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Congrats ACK thanks to you I've finnally decided to continue my building Star Wars:Episode 2:AOTC models for Renegade. Last time i tried to do this by myself and failed miserably. But if I had help it could be done especial with the Clone Wars game and movie out. But I'll need people that are good at everything like ACK.... Hey ACK wanna help?

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 19 Nov 2002 17:19:00 GMT
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I agree with everything ACK has said. all of the mods started except only 3 or 4 have been cancelled or discontinued. These people are pitiful excuses for modders if they complain about what they can't do and don't do what they can.

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Wed, 20 Nov 2002 16:26:00 GMT
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well... life is a busy thing i dont have the greatest amount of time. not to say i dont like to mod, i love it! its the funnest thing besides playing them   .

Subject: It's about time you stop talking and start modding the game.
Posted by Anonymous on Tue, 07 Jan 2003 15:54:00 GMT
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ACK you haven't got a finished mod of the game yet to my knowledge which I must admit is out dated right now. You have created maps but most modders out there will tel you a map is easier than a lot of hard moddeling and commando editor work. Fair enough you have done well, but really not many have a lot of time. The mod i was working on went really fast in the summer, hence we were all off on holiday. Else wise now there has been too much school work in the way.

Subject: It's about time you stop talking and start modding the game.
Posted by Deactivated on Sun, 02 May 2004 11:11:41 GMT
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Commando is directing a Tiberium meteorite towards the Earth.

Subject: It's about time you stop talking and start modding the game.
Posted by jd422032101 on Tue, 04 May 2004 01:29:45 GMT
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seaman i starting to think you are KANE with a mask on.
he would be the only one to go back this far

Subject: It's about time you stop talking and start modding the game.
Posted by Phoenix - Aeon on Tue, 04 May 2004 05:24:05 GMT
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But you're forgetting, Kane is the charismatic leader of Nod

Subject: It's about time you stop talking and start modding the game.
Posted by jd422032101 on Tue, 04 May 2004 19:06:40 GMT
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you never know