
Subject: Restructure the mod forum?

Posted by [Crimson](#) on Fri, 13 Jan 2006 15:43:16 GMT

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It was brought up by Renardin in the General forum that perhaps the mod forum here could use some restructuring. Since you guys know the topics here better than I do, let's discuss this.

Sir Phoenixx wrote on Thu, 12 January 2006 21:26 Just 2 forums under a Modding section:

General Discussion and Announcements

Discussion, in general about mods, questions you have about mods, and mod announcements (finished models, textures, maps, etc.)

Modding Help

Model, texture, code, etc. editing/creation help, WIP posting, tutorials, etc.

Maybe a "message icon" for each of the major mods could be added to the [modding] General Discussion forum (or if no new forum, the current Mod Forum).

I like this idea -- discuss!

Subject: Re: Restructure the mod forum?

Posted by [Renardin6](#) on Fri, 13 Jan 2006 15:46:46 GMT

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I like the idea but see what they did on Polycount board, they have a part of the forum only for wip.

Separate wip from modding help and then it will be fine, 3 sections for a mod forum would be perfect.

Subject: Re: Restructure the mod forum?

Posted by [Sir Phoenixx](#) on Fri, 13 Jan 2006 16:30:45 GMT

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The thing is, a WIP forum would be quite empty, I don't think there would be enough WIP posts to justify a separate forum just for that. WIP posts would also fit in with the Modding Help forum, since posting a WIP is asking for help, for criticisms on anything that needs to be fixed/changed before it's finished.

Maybe...

Renegade Mod Discussion

Discussion about Renegade mods, and announcements

Modding Help

Need help with modeling, texturing, mapping, scripting, etc. Post/request tutorials, faqs, etc.

(Mainly Renegade modding help)

WIP and Off topic Modding

Post works in progress, and show off models/textures/maps/etc. that you made for personal use or for mods for other games.

And, I also want to volunteer as a moderator for the Modding section forums...

Subject: Re: Restructure the mod forum?

Posted by [JeepRubi](#) on Fri, 13 Jan 2006 17:02:38 GMT

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I think its a good idea. I would put more of my wip on instead of waiting till its closer to being done.

Subject: Re: Restructure the mod forum?

Posted by [JRPereira](#) on Fri, 13 Jan 2006 17:04:06 GMT

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I would think that wip and modding help would kind of go hand in hand.

Maybe Wip/Modding help and a general modding forum.

Subject: Re: Restructure the mod forum?

Posted by [Oblivion165](#) on Fri, 13 Jan 2006 17:17:27 GMT

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I like it the way it is. Making it into different groups will just make it harder to answer everything. You will have to click link after link just to see each section.

The way it is now, 1 click and you have everything there is to see.

Subject: Re: Restructure the mod forum?

Posted by [JRPereira](#) on Fri, 13 Jan 2006 17:21:00 GMT

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Oblivion165 wrote on Fri, 13 January 2006 12:17I like it the way it is. Making it into different groups will just make it harder to answer everything. You will have to click link after link just to see each section.

The way it is now, 1 click and you have everything there is to see.

The way it is now works fine, gotta admit that.

We could have a releases subforum though. That way it would be easier to find and flame new maps (hi ack).

Subject: Re: Restructure the mod forum?
Posted by [JeepRubi](#) on Fri, 13 Jan 2006 22:13:20 GMT
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I think we should try it out for awhile then, take a vote.

Subject: Re: Restructure the mod forum?
Posted by [Mighty BOB!](#) on Fri, 13 Jan 2006 22:53:37 GMT
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Sounds like a good idea. You guys should decide on the implementation of it though.

Subject: Re: Restructure the mod forum?
Posted by [YSLMuffins](#) on Sat, 14 Jan 2006 00:10:56 GMT
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I like the idea of a Modding Discussion Forum and a Modding Help forum. I would support this idea, and Sir Phoenix's format seems best to me (as quoted in Crimson's post).

Subject: Re: Restructure the mod forum?
Posted by [Napalmic](#) on Sat, 14 Jan 2006 00:19:08 GMT
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I think I'm going to have to agree partly with Sir Phoenix and Obvilion here, there really aren't enough posts to qualify for new forums. Every day I only notice like 5-10 topics with new posts, so breaking up the mod forum into smaller categories would probably just be little for nothing. Switching back and forth between forums can be a hassle, especially if you're only viewing 1 or 2 new topics and not the full 5-10 within the whole mod section. In a way, mods are always progressing, so having a mod forum where you see new updates is pretty much the same as WIP. The only reason for a WIP forum that I can see is small things that are half-done, and belating the work until a few moments later. Big things like maps shouldn't be worried about, because those are things that take the course of a week or more depending on the person, instead of small things that could be finished the next day or so. If you're going to start something, you might as well get it done.

If you do break it up however, two forums sounds plenty.

Subject: Re: Restructure the mod forum?

Posted by [rm5248](#) on Sat, 14 Jan 2006 01:32:12 GMT

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I don't think that there are enough posts in the Mod forum to really justify a sub-forum...

Subject: Re: Restructure the mod forum?

Posted by [JeepRubi](#) on Sat, 14 Jan 2006 03:29:39 GMT

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As i said before, why don't we try it for about a week or so and then take a vote to see if we like it.

You never know till ya try!
