

---

Subject: From Start

Posted by [buzincarl](#) on Fri, 14 Jul 2006 00:52:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ok and the ultimate noob when it comes to mod making so i need you guys to name the basics

What software will i need to start creating my own mod

can i use previous files to start off with

would it be possible to load the mod using a different game, if encoded propply?

I wanted to try and make a renegade mod for quake 3 arena so it would run better hehe its a big task but would love to do it

---

---

Subject: Re: From Start

Posted by [FynexFox](#) on Fri, 14 Jul 2006 01:20:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ok, well this will get you like flamed, when its all over the forums. Lets see here:

1) The software you'll need is something like XCC Mixer, Probably photoshop or paint shop pro, Renegade Public tools, and know how.

2) Yes you can use previous files.

3) No you cant make a renegade mod for another game, to my knowledge atleast.

---

---

Subject: Re: From Start

Posted by [futura83](#) on Fri, 14 Jul 2006 11:28:11 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

the renegade public tools can be found at <ftp://ftp.westwood.com>.

all you have to do is find the installer.

p.s. sorry i couldnt post a direct download link

---