
Subject: looking for mod help

Posted by [ptrhip](#) on Wed, 23 May 2007 01:42:07 GMT

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im a total n00b when it comes to modding lol but any way me and a freind were thinking of making a renegade 2 mod team but i would need alot of pointers cause i have no experince in modding we are looking for some relly good mods if u would like to help please contact me on aim my sn is ptrhip also if u cannot get a hold of me contact nflstar39 on aim and he is also a programmer.

Subject: Re: looking for mod help

Posted by [Dave Anderson](#) on Wed, 23 May 2007 01:52:32 GMT

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Not to look down upon you and your idea here, but if you have no experience with modding its not the best idea to start a mod team. Probably the best thing to do since you have no experience is start learning. There are many resources available to you, these forums for one, and places like RenHelp.net.

Subject: Re: looking for mod help

Posted by [ptrhip](#) on Wed, 23 May 2007 02:22:05 GMT

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i know thats what im trying to do is get help but i dont like the tutorial on ren help if u know of any that are video based or something or even from u teaching me if u know how what i want to do is make like a bot based sp map thats the kinda thing we are looking for

Subject: Re: looking for mod help

Posted by [jamiejrg](#) on Wed, 23 May 2007 03:17:37 GMT

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Start small, learn bots, then learn maps. Little by little you will become more knowledgeable towards this stuff and your project will come together

Jamie

Subject: Re: looking for mod help

Posted by [AoBfrost](#) on Wed, 23 May 2007 15:12:17 GMT

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jamiejrg wrote on Tue, 22 May 2007 23:17Start small, learn bots, then learn maps. Little by little you will become more knowledgeable towards this stuff and your project will come together

Jamie

Well.....if this guy doesnt want to read basic and easy step by step tutorials, I'd say just forget the whole project, throw it into the trash and wait for EA games to release their next CNC fps which is in the works/planning, making a whole new renegade 2 would take voice acting, video animation, retexturing every single dang object in the game and alot of coding.....to even think of a mod team you;d have to be skilled like EA games or some big game company to even make a game like that, or take several years.

Subject: Re: looking for mod help
Posted by [JeepRubi](#) on Wed, 23 May 2007 22:39:31 GMT
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Ever hear of a TC mod?

Subject: Re: looking for mod help
Posted by [ptrhip](#) on Wed, 23 May 2007 23:04:12 GMT
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no i havent and most of thuse tutorials i dont even under stand if any one could help me out with that id be good to go

Subject: Re: looking for mod help
Posted by [OWA](#) on Fri, 25 May 2007 00:53:07 GMT
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There is already a Renegade 2 mod.

<http://mods.moddb.com/7209/renegade2-mod/>

See ^

Subject: Re: looking for mod help
Posted by [Canadacdn](#) on Fri, 25 May 2007 00:58:13 GMT
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Hi! My name is guy, I have no modding experience, but am looking for a team to make something I want instead of learning myself. Get to work, maggots!
