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Subject: How do you mod whats available in multiplayer?  
Posted by [Anonymous](#) on Wed, 12 Feb 2003 16:01:00 GMT  
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Total Annihilation has an extremely simple file layout making it one of the easiest to mod games I know of. Red Alert2 only required modifying one ini file to make the changes wanted (and to add in new weapons/vehicles using existing models/animations). It would be easier to draw on experience if it required only ini editing, which it doesn't seem to, but any text based editing would not be much of a problem for me to learn. I just haven't had much luck finding the correct tutorial/information I need to learn how to make this type of mod for Renegade.

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