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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.

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