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Subject: It's about time you stop talking and start modding the game.

Posted by [Anonymous](#) on Sun, 17 Nov 2002 21:12:00 GMT

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quote:Originally posted by aircraftkiller2001:You're going to have to excuse me here...I've been with this board since the day it opened, getting on two years ago. Now, lots of modification ideas have been tossed around since then... But mainly in the general board which was the only board to exist at that time, until The Silo came into effect a few days later.As the game grew closer to release, the modification forum was prepped by Westwood. It was opened shortly after the game was released if I remember correctly. Now, ever since then, has any real modification been released? I'm not talking about some map with some modified units, I'm talking a total conversion or at least a good modification.The answer? None, none at all. "Tiberian Evolution" attempted to be a modification... Yet all it did was add some stupid units and structures that made no sense -- a modification without direction is a bad modification. I don't care how you'll attempt to defend the MIQ (Modification In Question) here, it never has and never will be anything more than some kid's playtoy he tossed out and supposedly made better.How many ideas have we gotten over the months this forum has been open? What, over two hundred, at least? How many modifications were cancelled because the designers had no initiative, or that they didn't want to actually do it? You get people saying "Well, I need this and that and whatever else," making it seem like anything you're telling them to do is easy, so they end up quitting in the long run and your modification-to-be dies off... Leaving you like PlanetShaun and Andre\AllGusto, empty handed and full of empty promises that just kills your reputation.So why are any of you here? Are you here to really modify the game and design stuff that will make Westwood turn its head towards you, or are you still going to stick with lame additions or other stupid things because you won't go above and beyond?What real modifications do we have, anyways? I keep hearing concepts and other things that we always hear, yet only the Renegade Alert and Reborn modification teams are actually doing anything with any real substance. Yes, obviously, I'm biased towards Renegade Alert - seeing as how I'm a team member, yet I'm also able to see things like this without having to think of the RA conversion. It's pathetic, we have all these good modding tools and no one but two teams are really using them to their fullest potential. The rest have either slacked off, not delivered, or promised about 15 separate maps or modifications and never updated anything about them again.So, ask yourself, why are you here - are you here to recruit for other games, recruit for some imaginary modification team, or are you here to modify the game in your image and how you think it should be, by really using the tools instead of \*\*\*\*ing with some Westwood maps to put in Guard Towers?Come on, get with the program. Either start modifying the game, or get out of the modification forum. The last thing we need is more people calling for more modification teams which will never make a single modification in their entire existence.i still working on me ra2 TC i wont stop making it!! u can trust me

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