
Subject: Re: AVP2 Game modding-Help plz
Posted by [bat66wat6](#) on Sun, 17 Feb 2008 00:14:37 GMT
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AVP2 is really an awesome game I agree. If I aint said so already. I would only ever want to mod AVP2 to make it better or add some personnel affects that I think make it that little bit more realistic.

Such as my Predator Net that permanately traps whatever poor sod gets hit by it! They can't just sit there for 10 secs waiting for the net to spring open. They gotta cut there own way out

Still. I am a long long way of from getting to actually do what I want with the game. I got the tools but still having some problems with extracting the game files I need...

Wierd formats such as .REZ.

And. I believe that the main thing that keeps you on edge in the Marine campaign is the music and sounds.

And also your right. You do feel incontroll when your a Pred or Alien. You are faster, stronger more suited to your enemies, can negotiate terrain easier and more efficiently and don't have to rely on basic needs such as Lighting as you do when your a Marine. In a basement with your Lamp almost out of power and 7 flares left, listening for any beeps on your tracker, waiting for something to come out of the dark...

Whilst with pred theres your bad ass Optical Mask with 4 different specialised visions and aliens see there prey easier because of Theromones emitted from there bodies +Wierd vision like Riddicks that lets you see in the dark!
