
Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sat, 07 Dec 2002 15:35:00 GMT

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Read: Future of Gaming Mods That is a very interesting read. The article basically describes how it is here. Our mod'ing community may be very small and the Renegade game community doesn't have a large base (even if the game is on discount at most retail stores), but it still doesn't mean we are out. This game is being "unlocked" day by day and I know that by the time decent mods come out there will be more openings for change in gameplay. The article says: "These sorts of face-to-face mod seminars aren't new, however. Before releasing Command & Conquer: Renegade, Westwood flew several mod makers out to Las Vegas to show them the game engine. However, the game failed to develop much of a mod community when it was released."-----And if you look at other communities you will find that the quality level is pretty high before anyone posts things. (Be it levels, characters, etc) So what I am trying to say is that before you say, "Look at my newb model!" Give it more work/time and try to impress us. Saying something like, "I got the first _____!" is about as dumb as keeping a world record for the most times a baseball player has scratched his crotch while standing at 3rd base on a Friday. There is no Renegade record book to be entered in, and there certainly isn't anyone there to shake your hand and say congrats! (Well maybe a few of you have that option) Before you destroy a new person to the community, welcome them. If you look at the reviews of Renegade you'll notice that most of the problems were just that the single player was too blah (the AI was a little low in the IQ level). So if we can revive this game by improving things that didn't work the first time... all the more power to us! Reviving doesn't mean that it will happen over night, we'll have to show people reasons why they need to buy this game. I'd personally like to see some multiplayer levels like the preview shots in gaming magazines. This community is too personal. The opinions and ideas of everyone are supposed to help not drive someone to depression because nobody likes them. Our opinions shouldn't have that large of an effect, but since we're all "friends" it seems to have one. We only share our views because we think that ___insert mod here___ could be improved. Lastly, there is not only 3 mod's currently being developed for Renegade and it's fine if there is competition between teams, but with this small of a community I don't think that it really helps. So everyone needs to work "together" to "improve" this game! TO NEW PEOPLE: Please do not be a lazy bum and ask 30 questions in 30 new topics about how to start modding. It wastes the veteran mod'ers' time. There are links all over this forum that send you to great tutorials! I'd like to hear your guys' thoughts/comments regarding this article.

Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sat, 07 Dec 2002 15:47:00 GMT

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Very good article. Seems the whole GSA vs WOL is making situations worse to. WOL hates gsa, GSA hates wol . Really doesnt help bring renegad people together. I know theres a few "Great" mods going on, Reborn, Ra1. And i got my team of about 11 working on a mod and looking for as many people i can get to help them earn a spot in the community.

Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sat, 07 Dec 2002 16:14:00 GMT

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Imagine what could happen with the few hundred left that read this forum. I think people leave when they realize it's not a walk in the park, and westwood really doesn't have anyone helping out answering questions. Is it cheaper to fly modders out to vegas rather than answer a few questions every day on the forum? The only real stopper in this engine is custom character animations. It's the main reason you can't find character models on any fan/mod sites. Every once in awhile I'll reinstall q3 just to check out all the new character models people have sent in. And yes, it has gotten way too personal. Just about every single time I have offered an idea I've been spat at. Hell I've been spat at by just about everyone here just for "Speaking my mind" like it says on the back of my Renegade case, maybe I have a different case I dunno... And yes I bite when I'm barked at, but come on, if your going to attack me because I dont agree with ack then ya need bitten. Who's getting paid here? no one? Then why all the secrecy? Why do people like shady have to be attacked every time they post in this forum? Why did Andre get attacked for the same crap that ack does? many many why's...just my 2 cents. I await the attacks...

Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sat, 07 Dec 2002 16:15:00 GMT

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It is a good article! cant wait for the half-life rally mod to come out, it looks mad

Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sat, 07 Dec 2002 16:19:00 GMT

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quote:Originally posted by greenhaze2003:Very good article. Seems the whole GSA vs WOL is making situations worse to. WOL hates gsa, GSA hates wol . Really doesnt help bring renegad people together. I know theres a few "Great" mods going on, Reborn, Ra1. And i got my team of about 11 working on a mod and looking for as many people i can get to help them earn a spot in the community. From the begining, man has always needed a rival. The rival between GSA & WOL is a good one. I dunno where your seeing "hate" but it's not there. Just competition. Just my POV, but there may be a few that have nothing more to do than pump up the drama.

Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sat, 07 Dec 2002 16:30:00 GMT

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quote:Originally posted by d.o.a_bullet:The only real stopper in this engine is custom character animations. It's the main reason you can't find character models on any fan/mod sites. Every once in awhile I'll reinstall q3 just to check out all the new character models people have sent in. You're right about the character stuff, but there still are possibilities. Especially if we have enough people rallying for a "tweak" from WS. Then they usually respond. For example: JW was making some

CTF scripts and he must have given WS an idea because they implemented them. So I believe "where there is a will, there is a way!"

Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sat, 07 Dec 2002 16:34:00 GMT

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quote: Especially if we have enough people rallying for a "tweak" from WS. I'm sure there will be lots of people who will rally for a tweak just tell them why and when and they will follow, Count me in

Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sat, 07 Dec 2002 16:53:00 GMT

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quote:Originally posted by d.o.a_bullet: quote:Originally posted by greenhaze2003:Very good article. Seems the whole GSA vs WOL is making situations worse to. WOL hates gsa, GSA hates wol . Really doesnt help bring renegad people together. I know theres a few "Great" mods going on, Reborn, Ra1. And i got my team of about 11 working on a mod and looking for as many people i can get to help them earn a spot in the community.From the begining, man has always needed a rival. The rival between GSA & WOL is a good one. I dunno where your seeing "hate" but it's not there. Just competition. Just my POV, but there may be a few that have nothing more to do than pump up the drama.Its fun to have WOL vs GSA but the Crap talking, the Trash Talking, the dissing just gets way out of hand. I play to have fun, not sit and listen to Trash talking.

Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sat, 07 Dec 2002 18:52:00 GMT

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quote:Originally posted by greenhaze2003: quote:Originally posted by d.o.a_bullet: quote:Originally posted by greenhaze2003:Very good article. Seems the whole GSA vs WOL is making situations worse to. WOL hates gsa, GSA hates wol . Really doesnt help bring renegad people together. I know theres a few "Great" mods going on, Reborn, Ra1. And i got my team of about 11 working on a mod and looking for as many people i can get to help them earn a spot in the community.From the begining, man has always needed a rival. The rival between GSA & WOL is a good one. I dunno where your seeing "hate" but it's not there. Just competition. Just my POV, but there may be a few that have nothing more to do than pump up the drama.Its fun to have WOL vs GSA but the Crap talking, the Trash Talking, the dissing just gets way out of hand. I play to have fun, not sit and listen to Trash talking.some people have just discovered they can talk trash behind their computer. They are everywhere. thanks aol!Seriously, enforce a ban on cursing. or be like me and focus on that lil prick until he respects ya. usually comes in a page "please go away" hehehe...

Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sat, 07 Dec 2002 19:23:00 GMT

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quote:Originally posted by Ingrownlip: quote:Originally posted by d.o.a_bullet:The only real stopper in this engine is custom character animations. It's the main reason you can't find character models on any fan/mod sites.Every once in awhile I'll reinstall q3 just to check out all the new character models people have sent in.You're right about the character stuff, but there still are possibilities. Especially if we have enough people rallying for a "tweak" from WS. Then they usually respond. For example: JW was making some CTF scripts and he must have given WS an idea because they implemented them. So I believe "where there is a will, there is a way!" Actually, I strongly believe it is totally possible to create custom character animations, we just need the right tool, which, of course, is the w3d --> gmax converter. If we had a copy of that tool, we could figure out how things work, including how specific characters are animated.Just gotta be patient, that tool will come soon and then we can all go all out [December 07, 2002, 19:47: Message edited by: ApacheRSG]

Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sat, 07 Dec 2002 19:27:00 GMT

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I have just discovered the modding world. I think if people just got the tools, downloaded Dante's renhelp, experiment, and try, they can get it easily. That's what I am doing! With the basic stuff in renhelp, I am trying new things like make my own models. It really is quite fun. I love modding now, its a thrill!Never forget your modding newbie- lmdgr8one!

Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sat, 07 Dec 2002 19:43:00 GMT

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Like the article, and agree with what you say.I've always respected you, Ingrownlip, You've made the best map out there, Hangman's Canyon. [December 07, 2002, 19:44: Message edited by: Beanyhead]

Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sun, 08 Dec 2002 08:09:00 GMT

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Subject: Mod Community Meeting

Posted by [Anonymous](#) on Sun, 08 Dec 2002 19:47:00 GMT

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I really don't see the point to this... Nothing will change.

Subject: Mod Community Meeting
Posted by [Anonymous](#) on Sun, 08 Dec 2002 22:38:00 GMT
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quote:Originally posted by aircraftkiller2001:I really don't see the point to this... Nothing will change. True...very true.....

Subject: Mod Community Meeting
Posted by [Anonymous](#) on Mon, 09 Dec 2002 11:08:00 GMT
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quote:Originally posted by aircraftkiller2001:I really don't see the point to this... Nothing will change.your right because ppl like you...

Subject: Mod Community Meeting
Posted by [Anonymous](#) on Mon, 09 Dec 2002 14:24:00 GMT
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this forum isnt really good. acutally i dont really like many things about this forum. only some nice people. but it is the only place ill get some answers(hopefully).*goes to another mod forum for a differnt game* how do i animate

Subject: Mod Community Meeting
Posted by [Anonymous](#) on Tue, 10 Dec 2002 00:05:00 GMT
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quote:Originally posted by SlugWollop-CNCU[BG]: quote:Originally posted by aircraftkiller2001:I really don't see the point to this... Nothing will change.your right because ppl like you...Are you insinuating something?
