
Subject: Mod ideas

Posted by [Tankkiller](#) on Fri, 17 Feb 2006 03:35:27 GMT

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Ok, I was wanting your ideas for a mod i could try to do

Subject: Re: Mod ideas

Posted by [bisen11](#) on Fri, 17 Feb 2006 19:21:21 GMT

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Well what type of mod? Drop, objects, map, server sided, full conversion, etc.

Subject: Re: Mod ideas

Posted by [LucefieD](#) on Fri, 17 Feb 2006 19:55:54 GMT

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meh my suggestion to you would be to just play around in leveledit. I like to change weapons and such on the vehicles and characters myself

Subject: Re: Mod ideas

Posted by [theplague](#) on Fri, 17 Feb 2006 22:25:12 GMT

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? what do you do ? like what are you good at... leveledit's presets is a good place to start, but you gotta give us a idea of what level your at.

Subject: idears

Posted by [Tankkiller](#) on Tue, 21 Feb 2006 16:47:43 GMT

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I m lookin for idears for full conversion mods

Subject: Re: Mod ideas

Posted by [JeepRubi](#) on Tue, 21 Feb 2006 17:07:30 GMT

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I think its too late to start a full conversion mod. Maybe join another mod team or use a newer game. (I hate to say it)

Subject: Re: Mod ideas
Posted by [Ryan3k](#) on Tue, 21 Feb 2006 18:09:08 GMT
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