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Subject: Re: Hi im a fan of Renegade but im geting board with the old Renegade  
Posted by [Halo38](#) on Thu, 31 Aug 2006 18:54:39 GMT

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Not trying to be a a pessimist here, but trying to make a mod on your own with limited knowledge is never a good idea, I wouldn't think of creating a mod all by myself unless it was very basic like a stick man mod maybe (lol) to keep the work load as small as possible.

The best way to go about improving your experience of renegade (which is your goal right?) is to keep your ideas big (but focused on particular aspects of your work) and your work load small that way you will always have something to show for your efforts.

e.g. look at that new xbox PS2 game BLACK only 8 levels! and no multi player! how on earth did they sell that?? because of the ideas of course

So how about a map to start with using all the ww stuff? then make some new vehicles, if your still up to the challenge they can be easily implemented in to your new map, then buildings then characters (as they are a little bit harder than vechiles) then build it up from there.

If at any point you decide that you don't want to do anymore atleast you can say I have at least a working ren map not just a collection of random models that wont do anything.

good luck all the same.

oh and personally I can't stand mods of games that already exist be creative you might find some inspiration in this new thread i just made -->

<http://www.renegadeforums.com/index.php?t=msg&th=21090&a mp;a mp;start=0&rid=170>

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