
Subject: Insane crazy (fun) mod idea (roofgnomes)
Posted by [Anonymous](#) on Mon, 17 Jun 2002 06:16:00 GMT
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Right, i am back...Ok, i think that if we are to have any hope of progress, we have to get this organised (sp?). The bad thing is, i am not good at all at organising. So, first, a list of what we need to get at least a workable small beta out:A modeller/mapper: Well, me at the moment at least, but as you know i cant make advanced stuff, characters and such. JWP, do you want to help, maybe?A skinner: Jeru?A implementer: Even if i can make models, maybe some vehicles, i have no idea of how to get them into the game, so we would need someone who can work with level edit/commando, and also rig vehicles/characters in RenX.A coder? If features need it and Westwood releases and SDK. Would surely need a scripter anyway.A web-designer/master: Well, it would be nice with one at least, i can only makee basic HTML pages. Where did that guy (forgot your name, sorry) go?Well, any volunteers?Could everyone who wants to contribute sing up here please, so i can make a list, collect ICQ #'s and try to get this organised?
