
Subject: Re: Restarting Project SCUD-STORM
Posted by [Spyder](#) on Wed, 07 Mar 2007 14:39:20 GMT
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I just think it's better to remake all models, because the original generals files are made in very low poly. It's just not beautiful, so my idea was to renew the mod with high poly models. Also the scripts from scud storm aren't really working so that should be fixed too.

If Nameme99 is working on it, I would like to know who his 'teammates' are and if he already has a website/progress blog for it.
