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Subject: Re: Restarting Project SCUD-STORM  
Posted by [Nameme99](#) on Wed, 07 Mar 2007 16:47:56 GMT  
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darksnipa wrote on Wed, 07 March 2007 08:39I 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.

right now I am tryen to get the website moved, and yes I agree, the textures do stink and so do the models K(aswell as 90% of the bugs and gliches)

current;y the plan is this:

- make a patch that will fix the death bug
- fix gameplay issues
- fix units
- fix map gliches
- fix scripts
- make a FDS for SS

then the real fun begins, a total redo, every thing from scratch.  
high poly models and high resolution textures.  
thats the best way to do it IMO.

Right now the website is on Laeubi's website...

here is the Moddb page:  
[www.SCUDstorm.moddb.com](http://www.SCUDstorm.moddb.com)

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