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Subject: new mod idea

Posted by [Sir Phoenixx](#) on Sat, 28 Jun 2003 19:00:32 GMT

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New mod idea? Now how is any part of that new? There is already at least 2 Tiberian Sun mods that I know of (that might or might not include those features listed) that are for Renegade. Almost all mods have a few new levels or more, most of them are flying maps, and I'm sure someone has already done maps/mods that used the single player versions of the buildings in multi-player maps. The repair pad is already in Renegade Alert and the Tiberian Sun mods probably already have tiberium silos (just for decoration maybe). All mods already add new skins and most of them have replaced the default Renegade pistol. Everything you've listed except for the Tiberian mutants stuff has already been done by Renegade mods.

It's like going into Pizza Hut tomorrow and suggesting to them that they should: make different kinds of pizzas and bread sticks; sell their pizzas in different sizes such as small medium and large; and deliver their pizzas if requested.

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