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Subject: Re: Tiberian Dawn: The First Strike  
Posted by [Bfranx](#) on Fri, 18 Apr 2014 21:13:22 GMT  
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Xpert wrote on Fri, 18 April 2014 10:33Bfranx wrote on Fri, 18 April 2014 13:08  
All I have to do is to make sure everyone knows what their job is, make sure everything looks right, and make sure that there is a well-balanced team for what we need to be working on.

So you have to make sure everything looks right but yet have no fucking clue what is right considering you know nothing about modeling, coding, or anything to help sculpt a game LOL.

I'm almost positive that anyone can compare two pictures and make sure they look the same.

Why would I need to know how something works to know what it looks like?

liquidv2 wrote on Fri, 18 April 2014 12:08Bfranx wrote on Fri, 18 April 2014 12:08So when you or anyone else tells me to let this thing die, all I have to say is... Why should I? because based on what you're telling us, there's no reason for it to be alive you don't have any sort of goal or vision to work towards, and the fact that you're asking here of all places suggests the project has hit rock bottom

you could join up with MPF and help them further their RA:FPS mod if you feel obligated to mod something

Goal or vision: Recreate the original C&C as an FPS. And I'm asking here among other places, why would anyone rely on only one resource?

Ethanal wrote on Fri, 18 April 2014 13:39Yeah in all seriousness MPF/UltraAOW has a lot more of modder types, you might actually get some nice feedback if you register on their forums and post up some of your ideas. They'll be much more conducive to your questions than the RenForums trolls, haha.

Thanks to both of you for the MPF referral. I'll definitely go check it out.

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