
Subject: Starting a mod

Posted by [sniper12345](#) on Wed, 12 Nov 2003 09:21:34 GMT

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1. RenAlert does not keep the original units
 2. RenAlert is a Total Conversion, which is not what I am doing.
 3. RenAlert is based on Red Alert, which is also not what I am doing. Same with Reborn and most other mods.
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