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Subject: Starting a mod

Posted by [Sir Phoenixx](#) on Wed, 12 Nov 2003 13:06:24 GMT

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sniper123451. 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.

1. Right now it does.

2. You never said how much of the game you were modding.

3. You never said what your mod was about, and what the other mods are about has nothing to do with this. Everything you said before could describe almost any mod for Renegade.

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