
Subject: Hey Ack.....

Posted by [Anonymous](#) on Sat, 07 Dec 2002 19:06:00 GMT

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Is the mod your working on ra1 or ra2? I know a guy that im helping and hee's making an ra1 mod. [December 07, 2002, 19:06: Message edited by: maytridy]

Subject: Hey Ack.....

Posted by [Anonymous](#) on Sat, 07 Dec 2002 19:16:00 GMT

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Aircraftkiller, and the rest of the team he is on are working on a Red Alert I mod, sorry...

Subject: Hey Ack.....

Posted by [Anonymous](#) on Sat, 07 Dec 2002 22:33:00 GMT

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give up now, unless you can beat em.[edit:I just mean, if you can do better, go ahead, but if not then just enjoy there mod. no work invloved] [December 08, 2002, 04:47: Message edited by: DeafWasp]

Subject: Hey Ack.....

Posted by [Anonymous](#) on Sat, 07 Dec 2002 22:55:00 GMT

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quote:Originally posted by DeafWasp:give up now, unless you can beat em.Way to ruin that person's goals! Why would he have to stop? His work isn't totally necessary if all he wants to do is play an RA1 mod, but what if he wants to create one?

Subject: Hey Ack.....

Posted by [Anonymous](#) on Sun, 08 Dec 2002 18:07:00 GMT

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all im saying is he can enjoy his vision without working at it. if he can make a better version, go ahead. if not, then sit back and relax.

Subject: Hey Ack.....

Posted by [Anonymous](#) on Mon, 09 Dec 2002 18:34:00 GMT

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Actually, i e-mailed the guy, and he is actually working with ack on the mod.
