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Subject: drop-offs?

Posted by [BlueThen](#) on Mon, 20 Feb 2006 18:44:59 GMT

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What is your favorite drop-off mod (where a bunch of computer controlled units get dropped off at airstrip)?

I would make this a poll, but I don't know every single drop-off mod.

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Subject: Re: drop-offs?

Posted by [BlueThen](#) on Mon, 20 Feb 2006 18:45:54 GMT

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Tell the link, so we know that its real (and so we can play them )

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Subject: Re: drop-offs?

Posted by [JeepRubi](#) on Mon, 20 Feb 2006 20:45:59 GMT

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I dont like drop mods.

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Subject: Re: drop-offs?

Posted by [nopol10](#) on Tue, 21 Feb 2006 10:16:07 GMT

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Drop mods seem to be irritating.

They drop them at the airstrip and...well they seem n00b.

get to [www.renegadezone.com](http://www.renegadezone.com)

tons of drop mods down there.

They are quite useless anyway.

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Subject: Re: drop-offs?

Posted by [tooncy](#) on Tue, 21 Feb 2006 21:00:27 GMT

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Drop modding was fun back in the day, where the game would crash if you used any custom maps. I used to make a ton of drop mods, and I have a bundle of about 20 cool ones left from back then. I forgot how to make them, but it wouldn't be hard to relearn.

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Subject: Re: drop-offs?

Posted by [Jaspah](#) on Tue, 21 Feb 2006 22:04:59 GMT

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tooncy wrote on Tue, 21 February 2006 16:00 Drop modding was fun back in the day, where the game would crash if you used any custom maps. I used to make a ton of drop mods, and I have a bundle of about 20 cool ones left from back then. I forgot how to make them, but it wouldn't be hard to relearn.

Rofl, I remember the time I added C&C\_Under on top of C&C\_Islands, attach about 5 Obelisk cannons to an apache, or spawn buildings around the map.

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Subject: Re: drop-offs?

Posted by [bisen11](#) on Wed, 22 Feb 2006 02:11:34 GMT

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I like teh bot wars mod for Islands. Where it drops gdi bots in gdi base and nod bots in nod base. But i kinda got bored with drop mods.

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Subject: Re: drop-offs?

Posted by [tooncy](#) on Wed, 22 Feb 2006 20:54:58 GMT

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I've still got that old 40 Obelisk's on an invincible apache mod.

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Subject: Re: drop-offs?

Posted by [BlueThen](#) on Wed, 22 Feb 2006 22:53:00 GMT

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I'm new at modding and im actually trying to see if tere is any good mods for me to look at and, I am trying to make a few mods, but they suck. I made on where about 50 bots get dropped, in 10 diff ways, a bunch out of a helicopter, a bunch fall from the sky, and a bunch just pops out of the plane. I had to delete cuz it was laggy.

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Subject: Re: drop-offs?

Posted by [bisen11](#) on Wed, 22 Feb 2006 23:19:47 GMT

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bluethen wrote on Wed, 22 February 2006 17:53 I'm new at modding and im actually trying to see if tere is any good mods for me to look at and, I am trying to make a few mods, but they suck. I made on where about 50 bots get dropped, in 10 diff ways, a bunch out of a helicopter, a bunch fall from the sky, and a bunch just pops out of the plane. I had to delete cuz it was laggy.

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It's better just to make a few come but then make it loop.

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