
Subject: Welcome and Mid-East Conflicts are recruiting!
Posted by [HORQWER](#) on Wed, 12 Sep 2007 23:28:55 GMT
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Welcome fellas! Today is a day we officialy start our mod. This mod brings you the exitement of what already was the past of C&C Generals. To get this mod more exiting and better, we need to recriut new team members. We are in need of a creative modeler(you hear me Goran?) as well as the skinner and coder. We are also in need of a strict moderator. The forum and the site are about to be up. To make this more exiting, the first 3 people that are not on the team to register will be Ballance Testers. Ballance Testers will be playing early in the beta servers, and they are used to make the game more ballanced. Also we are planning to make the same mod for C&C 3! Just wait till we get that game!
So this was our first, SMALL announsmnt because we didn't make anything yet. Good bye and stay tuned for more updates!

Subject: Re: Welcome and Mid-East Conflicts are recruiting!
Posted by [Gen_Blacky](#) on Thu, 13 Sep 2007 00:19:27 GMT
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cant wait for the virus

Subject: Re: Welcome and Mid-East Conflicts are recruiting!
Posted by [HORQWER](#) on Thu, 13 Sep 2007 00:43:04 GMT
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i dont have any viruses (god)
my comp got fixed but BlackHand101

Subject: Re: Welcome and Mid-East Conflicts are recruiting!
Posted by [HORQWER](#) on Thu, 13 Sep 2007 01:33:26 GMT
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i dont have any viruses (god)
my comp got fixed by BlackHand101
Fiksed

Subject: Re: Welcome and Mid-East Conflicts are recruiting!
Posted by [IronWarrior](#) on Thu, 13 Sep 2007 04:01:12 GMT
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Good luck with it.

Subject: Re: Welcome and Mid-East Conflicts are recruiting!
Posted by [HORQWER](#) on Thu, 13 Sep 2007 10:29:13 GMT
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IronWarrior wrote on Wed, 12 September 2007 23:01 Good luck with it.
thanks man i appreciate

Subject: Re: Welcome and Mid-East Conflicts are recruiting!
Posted by [HORQWER](#) on Thu, 13 Sep 2007 10:30:19 GMT
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Some One Wanna Help?
Just Tell Me!!

Subject: Re: Welcome and Mid-East Conflicts are recruiting!
Posted by [Zion](#) on Thu, 13 Sep 2007 11:49:09 GMT
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Nah i'm fine thanks. I'll already a member of ApocRising, ScudStorm, Renegade 2007 and honorary member of A Path Beyond.

Subject: Re: Welcome and Mid-East Conflicts are recruiting!
Posted by [JeepRubi](#) on Thu, 13 Sep 2007 23:24:16 GMT
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I wouldn't start a mod for a game that is well over 5 years old. Also, don't start a mod with little or no modding experience, a [mod] leader shouldn't just sit there and tell people what to do, they should be able to do something. You can't expect people to devote their free time to a mod they, as of now, know very little about, with a leader who from what I see can do nothing but ask for help with limited grammar and spelling.

Believe me on this one, I speak from experience, every n00b wants to start their own mod but no one will join you unless you know them well or you can show that you are able to do something yourself, if you are really passionate about this, I would wait a few years, develop a skill, (texturing is a good one that every mod team seems to need) join a progressing mod team, then when you have mastered at least one skill, chose a game carefully and you can even recruit the people you worked with on previous mods. I've attempted to start mods in the past, when I was a modding n00b, and do I have a renegade mod led by me to brag about? (answer is no)

Anyway, It's your choice if you want to waste your time or get on with your modding career if that's what you are wanting to do.

Subject: Re: Welcome and Mid-East Conflicts are recruiting!

Posted by [HORQWER](#) on Thu, 13 Sep 2007 23:57:19 GMT

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Jeep Rubi wrote on Thu, 13 September 2007 18:24I wouldn't start a mod for a game that is well over 5 years old. Also, don't start a mod with little or no modding experience, a [mod] leader shouldn't just sit there and tell people what to do, they should be able to do something. You can't expect people to devote their free time to a mod they, as of now, know very little about, with a leader who from what I see can do nothing but ask for help with limited grammar and spelling. Believe me on this one, I speak from experience, every n00b wants to start their own mod but no one will join you unless you know them well or you can show that you are able to do something yourself, if you are really passionate about this, I would wait a few years, develop a skill, (texturing is a good one that every mod team seems to need) join a progressing mod team, then when you have mastered at least one skill, chose a game carefully and you can even recruit the people you worked with on previous mods. I've attempted to start mods in the past, when I was a modding n00b, and do I have a renegade mod led by me to brag about? (answer is no)

Anyway, It's your choice if you want to waste your time or get on with your modding career if that's what you are wanting to do.

your answer should be "Yes I Want To Help!" or "No Thanks"
