
Subject: Recon wars...new mod
Posted by [Titan1x77](#) on Sun, 24 Aug 2003 19:22:01 GMT
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Ive been asked quite a few times by several people to make a racing mod,as far back as when i made tib pit 2.. I had requests for a racing mod....well im going to start a mod and need a team.

I'll need a
Website designer
couple of Modelers(new vehicles,Buildings)
a couple of mappers
and quite a few beta testers

The mod will include..
Racing(CTF from opponents side and return it,only recons will have rockets,no other weapon for drivers)
Silo destruction(1st team to destroy a silo,only engineers will have repair guns,no c4)
Recon destruction derby(arena style maps,only engineers will have repair guns,no c4)
Attack/Defend the harvy's
Stunt park(no goal to win,just fun)

A Temp website will be up ASAP,then once we have a design,we'll move to a new home

I'll post a forum up soon...just reply here if your interested.

Subject: Recon wars...new mod
Posted by [spreegem](#) on Sun, 24 Aug 2003 21:04:19 GMT
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I can be webdedigner, my new layout for my site is much better, than my current site. and I'm going to try something right now, well, in just a minute. I could also model for you, but I cant skin, or texture. I can also do a tiny bit in photoshop. What's this Racing mod gonna be called?

Subject: Recon wars...new mod
Posted by [forsaken](#) on Sun, 24 Aug 2003 23:22:29 GMT
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you can get hosted at <http://www.cncammo.com>

Subject: Recon wars...new mod
Posted by [Titan1x77](#) on Sun, 24 Aug 2003 23:49:39 GMT
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I was thinking about going to cncammo....but they said you need a nice looking site...If spreegem

can help me out on this ..Then I may just get hosted.

The mod will be called Recon wars(name pending)..and a simple but effective layout is all i really need...possibly a banner with a gdi and nod recon facing off would be nice!

Subject: Recon wars...new mod
Posted by [Halo38](#) on Sun, 24 Aug 2003 23:58:33 GMT
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LOL, I started something simalar today. nearly finished actually just need to make an animation....

Subject: Recon wars...new mod
Posted by [SomeRhino](#) on Mon, 25 Aug 2003 01:08:02 GMT
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Silo Destruction is oddly familiar for some reason...

Subject: Recon wars...new mod
Posted by [Sn1per XL](#) on Mon, 25 Aug 2003 01:10:40 GMT
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i could make ya a layout,button,banner,or sigs if ya want if spree doesnt wanna or something.

Subject: Recon wars...new mod
Posted by [Titan1x77](#) on Mon, 25 Aug 2003 01:32:07 GMT
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somerhino>I realize you have this set up for your mod...if you want i can subsitute it with another structure...since c4 will not be present they will have to kill it via recon missles....so it doesnt have to be a silo...but if it's ok with you may I use it?

sniper1xl> if you want to go ahead and make a layout...we'll just choose the best looking one...I need somthing that meets cncammo standards..they said it has to look good....as far as i know,he's just working on the layout,you can go about the banner,buttons and the sig's..and a altenate layout aswell...we could always use both once one gets tiresome of looking at.

Subject: Recon wars...new mod
Posted by [SomeRhino](#) on Mon, 25 Aug 2003 01:48:56 GMT
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I don't mind, you can use silos.

Subject: Recon wars...new mod
Posted by [maytridy](#) on Mon, 25 Aug 2003 15:27:49 GMT
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Titan, you call yourself a mapper for Modern Warfare, but still I havn't even seen anything from you..... :rolleyes:

Subject: Recon wars...new mod
Posted by [Titan1x77](#) on Mon, 25 Aug 2003 21:18:52 GMT
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Ive got several untextured maps with terrain and mountain layouts...once the mod has gotten to a point it needs maps for it's release,I'll have them for you...is that ok?

Subject: Recon wars...new mod
Posted by [maytridy](#) on Mon, 25 Aug 2003 21:41:36 GMT
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Well, it would be nice to have them now, so we can start compiling the beta.
