
Subject: Features for generals elite - help?
Posted by [zerk](#) on Wed, 17 Sep 2003 02:07:22 GMT
[View Forum Message](#) <> [Reply to Message](#)

Slowly but surely, we have been increasing our renegade content. However, we will the strongest thing we need is features. if anyone is interested in helping in featuers, please post here...

OR if you have an idea that you would like to see be played out, let me know.

Subject: Features for generals elite - help?
Posted by [DaveGMM](#) on Wed, 17 Sep 2003 09:03:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

No help for joo.

Subject: Features for generals elite - help?
Posted by [zerk](#) on Wed, 17 Sep 2003 20:49:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

DaveGMMNo help for joo.

Don't worry, I wasnt asking you.

Subject: Features for generals elite - help?
Posted by [xSeth2k2x](#) on Thu, 18 Sep 2003 00:29:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

nice design.... i was expecting a geocities designed site

Subject: Features for generals elite - help?
Posted by [zerk](#) on Thu, 18 Sep 2003 02:17:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

Thanks... I still want to edit the banner some and make some changes to a few other images.

But, we have been around awhile and you havnt heard of us :oops:

Subject: Features for generals elite - help?
Posted by [Griever92](#) on Thu, 18 Sep 2003 15:14:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

zerkThanks... I still want to edit the banner some and make some changes to a few other images.

But, we have been around awhile and you havnt heard of us :oops:

I would help, but i'm currently working with someone to get our C&C site up.

Ask APrime, he might be able to help, plus he's good with Graphics.

Subject: Features for generals elite - help?

Posted by [cowmisfit](#) on Thu, 18 Sep 2003 19:51:53 GMT

[View Forum Message](#) <> [Reply to Message](#)

I would like too help. But what exactlly do you mean by features u mean like artwork wallpapers screen-savers maps skins story line that kinda stuff if so id be happy to help wherever i am needed.

Subject: Features for generals elite - help?

Posted by [zerk](#) on Fri, 19 Sep 2003 02:51:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

cowmisfitl would like too help. But what exactlly do you mean by features u mean like artwork wallpapers screen-savers maps skins story line that kinda stuff if so id be happy to help wherever i am needed.

Features mean new additions such as articles, maps, mods, skins, new sounds, fan art, new weekly/monthly/annual events, chats, articles, interviews, new site scripts such as a trivia page, games, etc.

Something that people will want to come back to over and over again is a feature, a new addition that has a fun spin. What can you offer?

Subject: Features for generals elite - help?

Posted by [cowmisfit](#) on Fri, 19 Sep 2003 13:47:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

I can make wallpapers, fan art, screen savers if i can get my program to work again, i was thinken i could write a weekly artical that is like Bill O'Rielys The most rideculas Item of the week where i would speak my mind on stupid shit that is goin on in the renegade community or stupid shit i see during the week out of here because i dont care if i piss people off(infact i kinda enjoy getting people thinking and riated up. :twisted:) And as you see here all the time if somoene says somethn stupid or something that everyone has different sides on it draws people in. I have many views to write about so i could probably write a artical about just about anything not only stupid stuff i see.. i own all the C&C games cept for the firestorm expansion so i got a lot of C&C stuff i oculd talk about.. . I could write strategy gudies for maps and or something such as what is on

csnation.net that is called the snipers nest that has screens of sniper spots and such. Most sites just give list of cheaters names. I would say have a page that has screens of them w/e possible there ip addresses adn everything we know about them so that they are shown look there is no way around this its you give it up they will never want to play again basicly truly embaress them. As far as maps and mods and skins are conserved my generals world builder stops responding and doesnt work so im kinda wating for someone to realese there own map maker or buy generals agian when it gets cheaper. I have made tiberian sun maps for a very long time but there is not tiberian sun section on the site. Also i could help in a forum for tech support for computers because i am currently getting my A+ certification and building a computer at school.

Must have basic awareness of your job you wish to apply to
Must be fluent in English, since site is in English
I am an american i speak english
Must remain active and participate in site actions
I would remain active and participate becuse i enjoy doing this stuff.
Must have an active email address
Yep
HTML knowledge is a PLUS!
I am knowlegible in HTML coding.

If you would like to get in contact with me my aim name is misfitrocker1334 and i will most likely be on all day today and definetly the morning on saturday... stupid ass hurricane hit us and its wet so cant skate.

Subject: Features for generals elite - help?
Posted by [Havoc_elite](#) on Sat, 20 Sep 2003 14:12:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

you can call me a wiseguy if you want but I have a little piece of advise for you, when making a fan site of cnc game you better make a fansite of the intire CNC universe. More content brings more ppl you know.

Subject: Features for generals elite - help?
Posted by [zerk](#) on Sat, 20 Sep 2003 14:13:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Havoc_eliteyou can call me a wiseguy if you want but I have a little piece of advise for you, when making a fan site of cnc game you better make a fansite of the intire CNC universe. More content brings more ppl you know.

When I start this, I didnt plan on us getting so large... But if you look, we do have rene information popping up
