
Subject: Starting a mod

Posted by [sniper12345](#) on Sun, 09 Nov 2003 08:06:05 GMT

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I have a very good idea for a mod, and it's been a while. If anyone wants to help, contact me on MSN or email (thomas01001@hotmail.com) and I'll tell you some details. I need scripters and modellers, I could do skins and everything that is 2D.

<http://www.renevo.com/forum/showthread.php?s=&threadid=990>

Thanks,
Thomas

Subject: Starting a mod

Posted by [Sir Phoenixx](#) on Sun, 09 Nov 2003 16:00:32 GMT

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What is this mod about? What's the theme?

Subject: Starting a mod

Posted by [kawolsky](#) on Sun, 09 Nov 2003 22:03:46 GMT

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Sir PhoenixxWhat is this mod about? What's the theme?

^

Subject: Starting a mod

Posted by [Advanze](#) on Sun, 09 Nov 2003 22:35:40 GMT

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Bahh, no offence, but why dont u just spit out what ideas you have here rather than make us all contact you, it seems kinda dumb if you think about it..

Subject: Starting a mod

Posted by [sniper12345](#) on Mon, 10 Nov 2003 08:33:47 GMT

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good point.

Well this mod doesn't really have much of a story, it is rather an "unofficial expansion pack", and will focus on the multiplayer aspect. New additions will include new models, new tanks, new

structures, new maps, new game modes, etc etc, as long as I can get enough people who want to do it.

Subject: Starting a mod

Posted by [Sir Phoenixx](#) on Mon, 10 Nov 2003 13:21:26 GMT

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sniper12345good point.

Well this mod doesn't really have much of a story, it is rather an "unofficial expansion pack", and will focus on the multiplayer aspect. New additions will include new models, new tanks, new structures, new maps, new game modes, etc etc, as long as I can get enough people who want to do it.

Hmmm... You just described most of the other mods for Renegade, except most of them have stories.

Subject: Starting a mod

Posted by [sniper12345](#) on Tue, 11 Nov 2003 09:58:39 GMT

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examples? Well, I wouldn't compare this to Reborn or Ren Alert....

Subject: Starting a mod

Posted by [Sir Phoenixx](#) on Tue, 11 Nov 2003 13:44:40 GMT

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sniper12345examples? Well, I wouldn't compare this to Reborn or Ren Alert....

Quote:good point.

Well this mod doesn't really have much of a story, it is rather an "unofficial expansion pack", and will focus on the multiplayer aspect. New additions will include new models, new tanks, new structures, new maps, new game modes, etc etc, as long as I can get enough people who want to do it.

Let's see...

1. Renegade Alert is taking the format of an "unofficial expansion pack".
2. Renegade Alert focuses on multiplayer.
3. Renegade Alert includes new models like: new vehicles, structures, maps, game modes, etc. etc.

Except for the story part, everything you said almost exactly describes Renegade Alert. You still

haven't gave any real details about what your mod is about. You only gave general details that could fit many mods.

Subject: Starting a mod

Posted by [sniper12345](#) on Wed, 12 Nov 2003 09:21:34 GMT

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1. RenAlert does not keep the original units
 2. RenAlert is a Total Conversion, which is not what I am doing.
 3. RenAlert is based on Red Alert, which is also not what I am doing. Same with Reborn and most other mods.
-

Subject: Starting a mod

Posted by [Sir Phoenixx](#) on Wed, 12 Nov 2003 13:06:24 GMT

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- sniper123451. RenAlert does not keep the original units
2. RenAlert is a Total Conversion, which is not what I am doing.
 3. RenAlert is based on Red Alert, which is also not what I am doing. Same with Reborn and most other mods.

1. Right now it does.
 2. You never said how much of the game you were modding.
 3. You never said what your mod was about, and what the other mods are about has nothing to do with this. Everything you said before could describe almost any mod for Renegade.
-

Subject: Starting a mod

Posted by [Renx](#) on Wed, 12 Nov 2003 20:09:06 GMT

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I think he means it would be to renegade, like what aftermath was the Red alert.

Subject: Starting a mod

Posted by [sniper12345](#) on Thu, 13 Nov 2003 08:43:05 GMT

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Precisely. Like YR to RA2, ZH to Generals, Frozen Throne to WC3, etc etc.

Subject: Starting a mod

Posted by [Ugauga01](#) on Sat, 15 Nov 2003 13:04:11 GMT

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Lol.

The first Mod i tried 1 year ago was the same idea. I did completely new Buildings etc, but i never completed the mod cause nobody wanted it.

<http://www.cnc-xperience.de.vu>

Subject: Starting a mod

Posted by [cowmisfit](#) on Sat, 15 Nov 2003 16:46:50 GMT

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IDEA LOL I JUST GOT A REALY REALLY KICK ASS IDEA> would it be possible to do a total conversion mod that turns renegade into Generals type thing with commanches and raptors and shit to fly and crusaders and stuff??????????????????

Subject: Starting a mod

Posted by [sniper12345](#) on Sat, 15 Nov 2003 16:50:24 GMT

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i think the idea's already been taken?

Subject: Starting a mod

Posted by [Sir Phoenixx](#) on Sat, 15 Nov 2003 17:05:02 GMT

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cowmisfitIDEA LOL I JUST GOT A REALY REALLY KICK ASS IDEA> would it be possible to do a total conversion mod that turns renegade into Generals type thing with commanches and raptors and shit to fly and crusaders and stuff??????????????????

Genegade. (I think that's what they called it.)

You're a little too late.

Subject: Starting a mod

Posted by [cowmisfit](#) on Sat, 15 Nov 2003 17:15:31 GMT

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wellll ill be damned lol i never heard of it anyone got a site for it???????

Subject: Starting a mod

Posted by [sniper12345](#) on Sat, 15 Nov 2003 17:34:17 GMT

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hey, you could make Zerogade (Zero Hour)
