
Subject: Super Mod Alliance

Posted by [Anonymous](#) on Mon, 04 Mar 2002 05:59:00 GMT

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As all of you know, there are several mod teams already started, and a lot of mods started as well. As Proclone stated in another post, it seems that most of these mod teams are competing against each other to make a better mod than everybody else. I am proposing an alliance of ALL the mod teams to create one BIG mod, a mod that is bigger, more complex and better detailed than any other Renegade mod. Think of it as Counterstrike for Renegade. A slew of ideas is already out there, and within the Ultra Mod Team, we can come up with new ideas too. The game will be totally revamped, all new maps, new units, structures and infantry. I would be willing to make a site for this mod and its team. The team will consist of as many mod teams as are interested. A Single Player Mission would be made, taking up a lot of time. If you are interested, please contact me or post in this topic.

Subject: Super Mod Alliance

Posted by [Anonymous](#) on Mon, 04 Mar 2002 07:11:00 GMT

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hmm i can help in making of site and 2d arts if nessasary =)

Subject: Super Mod Alliance

Posted by [Anonymous](#) on Mon, 04 Mar 2002 10:26:00 GMT

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Well since it's a 3D game, I don't think that 2D stuff would be necessary. Also, I would need help in making a site. Please contact me. Do you know how to code or use any 3D Editor like GMax?

Subject: Super Mod Alliance

Posted by [Anonymous](#) on Mon, 04 Mar 2002 16:20:00 GMT

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I think he means menu art and textures maybe. An alliance sounds like a pretty cool idea, but it'd be very hard to keep control of so many members. You could have maybe 4 separate teams each with a leader who oversees their team, and the four leaders meet for deciding stuff, something like that anyway...Just an idea.

Subject: Super Mod Alliance

Posted by [Anonymous](#) on Mon, 04 Mar 2002 17:56:00 GMT

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Or you could have a contest. Have a lot of the big mod teams enter their models and code, and

put the best ones together to make the mod. You'd have to have some really specific guidelines though...

Subject: Super Mod Alliance
Posted by [Anonymous](#) on Mon, 04 Mar 2002 19:14:00 GMT
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I like both of those ideas.If anybody is interested, please contact me.

Subject: Super Mod Alliance
Posted by [Anonymous](#) on Mon, 04 Mar 2002 19:40:00 GMT
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i think that everyone should be more freelance, so when one mod group has trouble, there can be alot of help and extra people. it would be more modder helping modder, not really mod teams

Subject: Super Mod Alliance
Posted by [Anonymous](#) on Tue, 05 Mar 2002 07:45:00 GMT
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Sounds excellant!Alone we may be able to make a good mod, but together we can make a mod that topples the original game much like counterstrike is to half-life!

Subject: Super Mod Alliance
Posted by [Anonymous](#) on Tue, 05 Mar 2002 12:56:00 GMT
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Modders of the world unite! It is a good idea if I was just starting out, but since Invasion has a year and a half of time put into her, for me its a bad idea. I'd much rather stick with my vision of what a game should be.Its a good idea nevertheless. Managing everyone will be the hardest part, but anything is possible.[March 05, 2002: Message edited by: illnine]

Subject: Super Mod Alliance
Posted by [Anonymous](#) on Fri, 05 Apr 2002 19:46:00 GMT
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Oh yeah, this is going to rock if we can get it off the ground.

Subject: Super Mod Alliance

Posted by [Anonymous](#) on Fri, 05 Apr 2002 19:55:00 GMT

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here is a site you guys might want to check out www.massassi.net it holds every mod for the Jedi Knight saga and maybe you can use this idea as your advantage. make something like this not everyone can work together but well at least they can all have their work end up at the same place. and it shouldn't be a competition but only a competition with yourself to make a better map/mod than you did before. and to share them with 100's of others is reward enough knowing that your work is appreciated and used. oh yeh check out my post its called We got the Mods but..... its in every chatroom because i want the message to egt across

Subject: Super Mod Alliance

Posted by [Anonymous](#) on Fri, 05 Apr 2002 20:00:00 GMT

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Sounds good but.....Only one prob with the idea.Who will be the one to decide what is in the mod and what isnt?We got one guy doing a Robotech mod. And if the ultra mod leader says no mechs or anything robotech then why should he be on the team?We got another mod team working on TS and yet another working on a RA. And if the UM (Ultra Mod) team leader says it will have nothing to do with CnC then where does that leave those teams?Everyone making a mod has their reasons for making one. Personally I want to make the mod idea, in my sig, because I love martial arts and love those types of movies.Maybe the guy making the Halo mod really loves Halo so if the UM wont be about Halo what is to keep him or his team involved?KaibiganPS: Not being disrespectful, and dont mean to sound pushy. Just playing the Devil's Advocate. Thanks

Subject: Super Mod Alliance

Posted by [Anonymous](#) on Fri, 05 Apr 2002 20:42:00 GMT

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I did something VERY VERY VERY similar in Tribes 2.Inferno Modding,ultimately it failed because someone i and the others trusted(In tribes2,all the memebtrs are manage by a browser page,and ranks go from 1 to 4.1 being lowest,4 highest.3s can kick members from a tribe)Got a rank 3.He then,when i was on vacation for a week,everyone was kicked.He had also deleted all of of forum posts,which,due to site maintenance,were the only records of all of our work.We got left high and dry.I am very interested in helping out,and if possible,managing the people.Im pretty decent with cgi stuff, so setting up newspro and ikonboard(or similar programs) would be a prob for me.Im just interested in helping in any way i can.

Subject: Re: Super Mod Alliance

Posted by [HORQWER](#) on Sun, 17 Jun 2007 13:50:37 GMT

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guys what are u talking about

Subject: Re: Super Mod Alliance
Posted by [Sn1per74*](#) on Sun, 17 Jun 2007 13:56:50 GMT
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I think this would be a good idea. We should totally rebuild Renegade. New buildings that all connect like ACKS maps. Rebuild the standard maps Renegade has. We can build it from the ground up again. With all the mod teams combined We'd have plenty of people to help.

Subject: Re: Super Mod Alliance
Posted by [AoBfrost](#) on Sun, 17 Jun 2007 14:50:38 GMT
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Omg..your serious.....seems more like spam to me since theres no usernames in this topic, all just unregistered users, probably the same guy...

Subject: Re: Super Mod Alliance
Posted by [jnz](#) on Sun, 17 Jun 2007 14:52:12 GMT
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He bumped a 5 year old topic

Subject: Re: Super Mod Alliance
Posted by [Sn1per74*](#) on Sun, 17 Jun 2007 15:05:42 GMT
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I take back my post.

Subject: Re: Super Mod Alliance
Posted by [Jerad2142](#) on Sun, 17 Jun 2007 15:07:22 GMT
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HORQWER wrote on Sun, 17 June 2007 07:50guys what are u talking about

I am going to go grab a chair to hit you with Horqwer, asking a 5 year old topic what the anonymous users that are probably not even on these forums any more what they are talking about.

Lol, the message count was negative, I suppose it goes up until we start getting registered users.

Subject: Re: Super Mod Alliance

Posted by [drunkill](#) on Sun, 17 Jun 2007 15:14:48 GMT

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Old topics should close after a year or two, people can just make a new one referring to the old topics.

Anyway, kind of on topic, there's now Bluehell Productions, which develop RA2: Apocalypse Rising and Red Alert: A Path Beyond.

Subject: Re: Super Mod Alliance

Posted by [Xpert](#) on Mon, 18 Jun 2007 20:42:00 GMT

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Mods that will be public in 2010...

Reborn, even longer

Subject: Re: Super Mod Alliance

Posted by [Zion](#) on Mon, 18 Jun 2007 21:13:01 GMT

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Reborn was released 31st December, 2006. Everyones talking about it.

Keep up with the now.

Subject: Re: Super Mod Alliance

Posted by [Renerage](#) on Mon, 18 Jun 2007 21:14:47 GMT

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The Merovingian wrote on Mon, 18 June 2007 17:13Reborn was released 31st December, 2006. Everyones talking about it.

Keep up with the now.

Reborn's actually 100% done?

Subject: Re: Super Mod Alliance

Posted by [Zion](#) on Mon, 18 Jun 2007 21:16:26 GMT

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Yeah, it's all the rage!(!)

Ask anyone in #apathbeyond, they'll say it was released 31st December, 2006.

Subject: Re: Super Mod Alliance
Posted by [Xpert](#) on Mon, 18 Jun 2007 21:32:02 GMT
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They say it's released but yet no file is up for download.

So you keep up with the changing times will ya?

Until I see a finished public downloadable version, we can wait till 2010.

Subject: Re: Super Mod Alliance
Posted by [Zion](#) on Tue, 19 Jun 2007 07:31:46 GMT
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I take it you don't know that that's the date the Reborn team set and told people about, but they missed it be a long shot, so everyone rips on them and says that its already out.

From the work i've seen in their testing forum i'd hope for sometime this or next year for their first release. APB Beta sometime this or next month but don't hold your breath and don't take my word.

Subject: Re: Super Mod Alliance
Posted by [JeepRubi](#) on Thu, 21 Jun 2007 12:17:12 GMT
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Sn1per74(2) wrote on Sun, 17 June 2007 08:56 Rebuild the standard maps Renegade has. We can build it from the ground up again.

cough Ren07 *cough*

Subject: Re: Super Mod Alliance
Posted by [Canadacdn](#) on Thu, 21 Jun 2007 14:29:40 GMT
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Roleplay 2 will be FINISHED maybe around the end of June.
