
Subject: Re: Looking for a great mod team!!!

Posted by [Titan1x77](#) on Fri, 11 Aug 2006 14:21:16 GMT

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darksnipa wrote on Thu, 03 August 2006 09:29The cancelled mod for Renegade from generals was just this:

Generals w3d files imported to a map. That's it! I'm going further than that. I'm gonna do this:

- New and more beautiful vehicle models, not square shaped, but hypernurbed.
- Only 2 available teams. GLA and a combined team of China and USA.
- New weapon types, like AK 47's, Mosin Nagants etc.

It's not gonna be a one map mod. It's gonna be a whole new experience.

I beleive permagrin was the producer of that mod, but He was on the right track.

Mod's take way to much time dressing up there models and textures and never get anything playable out.

So you can make your beautiful vehicle models, but i suggest using some placeholders (like imported models) to get the gameplay down 1st....Gameplay is the most important thing that is often overlooked. You'll have a set of great models and textures but if your mod isnt playable those models and textures are good for nothing,

Just a little adivce and something you might want to consider...I think Scud storm was on the right track with importing stuff and setting them up in LE 1st....afterwards you can get the better looking models in.

Good luck
