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Subject: Recruiting for Redegade 2 Mod Team.

Posted by [Anonymous](#) on Wed, 20 Nov 2002 23:16:00 GMT

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If you're going to make a mod do it and work hard on it. However when you proclaim you own mod as having the "best" of things it only makes you look narcacistic and arrogant. Avro is right there is alot more then modeling. Personally I say go for it but there's no point in putting down other people's projects. As for the poly count it might not bother you now but once you get into beta or even alpha testing you'll start to run into problems I think. If you want to make a Red Alert 2 mod go for it, I would suggest making the simple things first before jumping to chrono legionairs or any of the thousands of other things that are going to be a a pain/impossible to program.

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