
Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Blazea58](#) on Fri, 27 Oct 2006 10:00:06 GMT
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That's a really nice job you have done on the Glock, and i highly appreciate it. Either way i am confident i can get someone, or grab 3ds and start tryin to learn for myself.

Maybe the way canadacdn put it was quite harsh, but in reality when we have more untextured items then not, it tends to rack up. Venom made like 12 vehicles which still haven't been implimiented either since the unwrapping itself takes a while, let alone getting nice textures within, boning, rigging ingame etc.

And yea i do like to update the community, but i always am fixing current problems with the map, so i don't like to announce until i am confident that it's going somewhere.

Alot of map progress has been done, it is just we need weapons/vehicles to make the gameplay a bit more intresting.
