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Subject: Re: C&C Tiberium Garden

Posted by [reborn](#) on Mon, 17 Oct 2011 15:29:23 GMT

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jonwil wrote on Mon, 17 October 2011 01:46Renegade already has enough character & weapon models for a TD mod, you would just need to figure out some suitable ballance for it all.

For GDI commando = havoc, engineer, grenadier, rifleman and rocket soldier already exist. And for Nod, you would need a commando model (i.e. figure out which Nod soldier to use for the Nod commando) but the chem warrior, engineer, flamethrower, rifleman and rocket soldier already exist.

I'm loving the typical programmer principles here "Do not reinvent the wheel!".

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