
Subject: Cool Mod

Posted by [cowmisfit](#) on Fri, 11 Jun 2004 19:23:08 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://laeubi.de/?go=mods&sub=zerohour>

That mod looks really cool. Im surprised it hasn't got a lot of coverage, those buildings look super cool, but only down side is no air field It would be cool even if they could just have AI jets flying over.

Subject: Cool Mod

Posted by [Spice](#) on Fri, 11 Jun 2004 21:23:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

huh.... I didnt know they were that far along. I wonder if they need any help because I got some free time Ill think ill send laubuei a Email.

Those buildings do rock , they are very good.

Subject: Cool Mod

Posted by [--oo00o00oo--](#) on Sat, 12 Jun 2004 08:45:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

this is my Generals Zero Hour mod i started a few months ago. after my car accident i stopped working on it for a couple of weeks. but now i have slowly started back on it with the creation of vehicles. i say slowly because i am also learning how to create my own website, creating personal 3D to place on it, job hunting, and modding for reborn and laeudi's mod. not to sound like im on my high-horse but, i dont need help on the mod at the moment. i am trying to do alot of this mod on my own for personal improvement. i suck at character creation and making textures, so by doing this mod, it will act as a learning experince for me. ty for taking notice.

Subject: Cool Mod

Posted by [Renardin6](#) on Sat, 12 Jun 2004 11:41:10 GMT

[View Forum Message](#) <> [Reply to Message](#)

Permagrin makes weapons for us. Good models with low polys.
He also makes some other stuff... 20th june, you will know what...

(Permagrin is his name on Reborn team)
