
Subject: Project Freedom!!

Posted by [kooleo](#) on Mon, 28 Jun 2004 19:59:47 GMT

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My friend of mine blackhand456 had this idea to start on a project, Project Freedom. He and the staff plan to made a HUGE MOD to change all the GDI Forces look like the Americans over in Iraq. And all the NOD Forces to look like terrorists that are in Iraq. There is MANY job applications for this. Like Scripters, coaders, Modelers and MUCH MUCH more. This will be the greatest mod out there. This will truly be magnificent! You, YES YOU HAVE to be apart of this! this will be once in a lifetime chance! TAKE IT!

Contacting Info: E-mail blackhand456, the Visionary of this GREAT mod at klearns@somdwireless.com or AIM him at BlackHand456.

The name for this mod "Project Freedom", is just a place holder for right now, when time goes on this MOD's name may change.

Subject: Project Freedom!!

Posted by [jd422032101](#) on Mon, 28 Jun 2004 20:57:23 GMT

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Subject: Project Freedom!!

Posted by [Phoenix5p](#) on Mon, 28 Jun 2004 20:59:22 GMT

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kaboomer23

Subject: Project Freedom!!

Posted by [lmdgr8one](#) on Mon, 28 Jun 2004 21:10:02 GMT

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You do that, good luck...show us some progress and we will support.

Subject: Project Freedom!!

Posted by [blackhand456](#) on Mon, 28 Jun 2004 21:19:29 GMT

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If you'd pay a little more attention you might notice something.

No staff = no progress

no progress = no support from you

now if ur willing to be on the staff, email me

edit: i might add that if you look at renegade alert its not much harder. A guy who lives within 20 minutes of me and went to school with me since the 5th grade (OrcaPilot) somehow created a harrier that can bomb and has its own style of missiles. If i can get people like him on the staff this mod will go fast and be a good mod.

Subject: Project Freedom!!

Posted by [Havoc 89](#) on Mon, 28 Jun 2004 21:23:22 GMT

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umm yeah... ever heard of a game called, Americas Army? (THAT YOU DOWNLOAD FOR FREE)

Subject: Project Freedom!!

Posted by [blackhand456](#) on Mon, 28 Jun 2004 21:26:00 GMT

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Havoc 89umm yeah... ever heard of a game called, Americas Army? (THAT YOU DOWNLOAD FOR FREE)

i didn't like americas army and know of quite a few people who agree with me. Although im not going to sell this for a profit so it will be free also. Was Americas Army based on the present war today.

Subject: Project Freedom!!

Posted by [xptek_disabled](#) on Mon, 28 Jun 2004 23:02:24 GMT

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AircraftkillerNo.

Subject: Project Freedom!!

Posted by [Jaspah](#) on Mon, 28 Jun 2004 23:08:56 GMT

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You spelt 'coaders' wrong. :rolleyes:

Subject: Project Freedom!!

Posted by [gibberish](#) on Mon, 28 Jun 2004 23:13:46 GMT

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blackhand456If you'd pay a little more attention you might notice something.

Most mods that get somewhere usually start with a small number of people (often only one person) producing something BEFORE they ask for help then serious modders can assess whether the new mod has any true merit or is just a wild idea from a wannabe.

Subject: Project Freedom!!

Posted by [Tidu](#) on Mon, 28 Jun 2004 23:38:47 GMT

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j4S[p]spelt

Hell yeah!

Subject: Project Freedom!!

Posted by [Havoc 89](#) on Tue, 29 Jun 2004 02:04:43 GMT

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why dont you show us something and prove to us that this mod has the capabilities to succefully accomplish its goal. do that and you'll gave tons of ppl asking to join.

Subject: Project Freedom!!

Posted by [blackhand456](#) on Tue, 29 Jun 2004 02:11:23 GMT

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well one is that i just started it yesterday. Two im not in any condition to do this because i just reformatted my hard drive. im not ready to do all this myself. The other guy im working with cant skin, code, or model....

Subject: Project Freedom!!

Posted by [htmlgod](#) on Tue, 29 Jun 2004 02:45:31 GMT

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Lol. Sounds like another 'they'll be dead in a week' mod. You haven't got any team, you don't seem to know a whole lot about modding, you have an incredibly unoriginal idea, and you immediately presented your idea to the modding elite, without beginning to organize a team or any specifics.

Subject: Project Freedom!!

Posted by [spreegem](#) on Tue, 29 Jun 2004 02:45:41 GMT

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Already a mod like what your talking about, just for Call of Duty <http://www.mwmod.com/>

You have three options

1. You could probably join up with them.
 2. make a few things, set your self up a little site for all the info and such then try asking for people to help.
 3. Forget about the whole thing.
-

Subject: Project Freedom!!

Posted by [kooleo](#) on Tue, 29 Jun 2004 02:47:53 GMT

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This mod will truly be amazing when we have the final project done. But to have the final project done, we need others help, Like you all. Please, this is an idea so don't make any negative comments like so of you have already done.

Subject: Project Freedom!!

Posted by [blackhand456](#) on Tue, 29 Jun 2004 02:48:12 GMT

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well actually html i have arranged specifications its all in a text file i have. Also there is a website about half built and my uncle will host my site at any time.

Subject: Project Freedom!!

Posted by [Havoc 89](#) on Tue, 29 Jun 2004 03:51:24 GMT

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Well what good is it if you have nothing and what good is it if your other member cant do shit?

Subject: Project Freedom!!

Posted by [PsycoArmy](#) on Tue, 29 Jun 2004 11:16:09 GMT

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Why would I want to work with a team that doesn't show that they can help with the progress of the mod. Good luck though

Give people a real reason to join insted of giving them some stuff that you just typed. I could type

anything, I could promise you the world, but that doesn't mean I can give it to you.

Subject: Project Freedom!!

Posted by [icedog90](#) on Thu, 01 Jul 2004 06:48:09 GMT

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No. I'm already working. This will most likely be dead in a week, and all of the "elite" modders are taken. Bye.

Subject: Project Freedom!!

Posted by [htmlgod](#) on Thu, 01 Jul 2004 13:04:48 GMT

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Actually, I think its interesting to note that when I threw up the idea for Renegade: A New Hope, I didn't know what 'Level Editor' was, nor what it meant to 'edit mesh,' or even what a 'mesh' is for that matter. Furthermore, most of the talented modelers and mappers were already working on projects, same as things are today. At this point I think success is more based on dedication, and refusal to give up. I can't tell you how many times over the last 11 months, since the idea came into my head for a starwars mod, I have wanted to quit and give up, but I never did, and even though 8 or 10 different modelers and mappers have come and gone from my team, I'm still here, and SWMOD's release is almost upon us.

I don't think its fair to judge the potential of a mod just by how they start, or where they come from. I understand the pessimism that you all have voiced, but I like to think that no one can start a mod as ignorant and incapable as I was when I started Renegade: A New Hope.

Subject: Project Freedom!!

Posted by [sniper12345](#) on Thu, 01 Jul 2004 14:07:24 GMT

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PS. "Project Freedom" is a name already taken by a proper game.

Subject: Project Freedom!!

Posted by [PermaGrin](#) on Thu, 01 Jul 2004 14:21:25 GMT

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yea, i bet people think my ZeroHour mod is dead. its just very slow, since im learning more about modding, on 3 other mods, and the only "team member".

Subject: Project Freedom!!

Posted by [icedog90](#) on Fri, 02 Jul 2004 22:31:04 GMT

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Hehe, SomeRhino and bigwig were the only team members for Sole Survivor. It's a decent mod, but it was the best they could do for two working crew members. It would of been really good if they had a team.

Subject: Project Freedom!!

Posted by [PsycoArmy](#) on Sat, 03 Jul 2004 10:11:11 GMT

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I didn't mean anything bad by what I said I just mean give people a reason to join.

Subject: Project Freedom!!

Posted by [Renardin6](#) on Sat, 03 Jul 2004 12:28:45 GMT

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Another mod... Another poorly crafted shit !!! Good luck !!

Renardin, Skinner for a poorly crafted shit

Subject: Project Freedom!!

Posted by [Ferhago](#) on Sat, 03 Jul 2004 16:09:27 GMT

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They have free donuts o.o

If they dont they better
