

---

Subject: Looking for a great mod team!!!  
Posted by [Spyder](#) on Wed, 19 Jul 2006 20:15:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi guyz!

I'm still busy writing the story, but i'm planning to make a full renegade conversion mod like RA2 and Reborn. I wanna call it C&C Reloaded.

I do not have all the skills to make it myself, so i need people to help me with the models, skins, sounds etc.

If you want to join the team please leave a message with e-mail address at:  
<http://www.terrorclanunity.tk> -> forum -> News & Updates -> C&C Reloaded.

Thanks already!

---

---

Subject: Re: Looking for a great mod team!!!  
Posted by [Spyder](#) on Wed, 02 Aug 2006 19:22:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok...I'm gonna tell you the story.

It's gonna be C&C Generals for Renegade. Just like they did with RA A Path Beyond, RA2 Apocalyps Rising and Tiberian Sun. This is all new for me and most of you, because no-one has taken the initiative to make a Generals mod for Renegade. Now you know what it's going to be feel free to subscribe. I already have w3d models for the vehicles, but they're a bit squarish, so they need to be more beautiful, so do the buildings and weapons also do the characters, but that's all clear I guess.

I already have a C++ guy, a skinner and a sound-engineer.

So... If you have the skills just subscribe.

---

---

Subject: Re: Looking for a great mod team!!!  
Posted by [Carrierll](#) on Wed, 02 Aug 2006 20:23:59 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hi, I am the sound "engineer"

(he didn't say it was generals til after :/)

---

---

Subject: Re: Looking for a great mod team!!!

---

Posted by [Zion](#) on Wed, 02 Aug 2006 20:25:28 GMT

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

---

Going to be hard getting all three teams into it. How will all three team be usable and recognizable by the engine (since it only shows two team's at the end of each game)?

However, should be pritty simple enough since all (more or less all) of the models are w3d, just need to pick what teams you are going to use and come up with a conclusion.

could be a cool mod if you get a decent team but most people are occupied with other mods at the minute.

---

---

Subject: Re: Looking for a great mod team!!!

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 03 Aug 2006 02:40:56 GMT

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

---

I don't know if its a great idea starting on a total conversion for an engine that is nearly 5 years old, unless you expect the mod to finish really quickly (which total conversions don't tend to do...)

---

---

Subject: Re: Looking for a great mod team!!!

Posted by [cmatt42](#) on Thu, 03 Aug 2006 04:32:28 GMT

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

---

darksnipa wrote on Wed, 02 August 2006 14:22no-one has taken the initiative to make a Generals mod for Renegade.

\*cough\* [http://www.youtube.com/watch?v=nf0PMM7defg&search=renega de%20generals\\*cough\\*](http://www.youtube.com/watch?v=nf0PMM7defg&search=renega+de%20generals*cough*)

---

---

Subject: Re: Looking for a great mod team!!!

Posted by [Zion](#) on Thu, 03 Aug 2006 09:54:44 GMT

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

---

CarrierII wrote on Wed, 02 August 2006 15:23Hi, I am the sound "engineer"

Why quote "engineer"? I'm a Audio Engineer and i'm proud of it. Are you proud of your position?

---

---

Subject: Re: Looking for a great mod team!!!

Posted by [LR01](#) on Thu, 03 Aug 2006 10:43:33 GMT

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

---

cmatt42 wrote on Thu, 03 August 2006 06:32darksnipa wrote on Wed, 02 August 2006 14:22no-one has taken the initiative to make a Generals mod for Renegade.

---

\*cough\* [http://www.youtube.com/watch?v=nf0PMM7defg&search=renegade%20generals\\*cough\\*](http://www.youtube.com/watch?v=nf0PMM7defg&search=renegade%20generals*cough*)

what?! happend with it?!  
so cool

and there is already a generales mod, its a old 1 with maps where the harvester could find a way to a tib field, and got stuck behind buildings.  
and this 1 then?  
<http://laeubi.de/?go=halo&sub=modfiles&tl=5>

---

---

Subject: Re: Looking for a great mod team!!!  
Posted by [CarrierII](#) on Thu, 03 Aug 2006 11:52:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Merovingian wrote on Thu, 03 August 2006 05:54CarrierII wrote on Wed, 02 August 2006 15:23Hi, I am the sound "engineer"

Why quote "engineer"? I'm a Audio Engineer and i'm proud of it. Are you proud of your position?  
Just new to it, I've only had limited experience.

---

---

Subject: Re: Looking for a great mod team!!!  
Posted by [Spyder](#) on Thu, 03 Aug 2006 13:29:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The cancelled mod for Renegade from generals was just this:  
Generals w3d files imported to a map. That's it! I'm going further than that. I'm gonna do this:

- New and more beautiful vehicle models, not square shaped, but hypernurbed.
- Only 2 available teams. GLA and a combined team of China and USA.
- New weapon types, like AK 47's, Mosin Nagants etc.

It's not gonna be a one map mod. It's gonna be a whole new experience.

---

---

Subject: Re: Looking for a great mod team!!!  
Posted by [JeepRubi](#) on Thu, 03 Aug 2006 14:59:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

For scud storm, did they ever release what they had?

---

---

Subject: Re: Looking for a great mod team!!!  
Posted by [Zion](#) on Thu, 03 Aug 2006 15:49:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I wish you the best of luck.

---

Subject: Re: Looking for a great mod team!!!  
Posted by [LR01](#) on Thu, 03 Aug 2006 16:12:54 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yea, that video already was

Cant wait to see what your mod will be

---

Subject: Re: Looking for a great mod team!!!  
Posted by [Spyder](#) on Wed, 09 Aug 2006 14:37:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

The story:

SECURITY COUNCIL SUB-COMMITTEE (RESOLUTION 1379)  
ON GLOBAL LIBERATION ARMY  
Report to Security Council: Situational Report (SIT REP) on GLA  
Activities  
Distribution: Classified  
Hotan, China

For several months, observers have expressed concern over the activities of the Global Liberation Army (GLA). A loose federation of freedom fighters and terrorists, the GLA has established several strongholds in the republics of Central Asia. By distributing forces and leadership across the borders of these developing nations, the GLA has thwarted efforts to engage in meaningful dialogue. Last year, this group without borders crossed into Western China and began building popular support for an independent state in this remote region. GLA funding continues to grow from unknown sources and its leadership remains a mystery.

For the Beijing government, this incursion along its western border could not have come at a worse time. The reforms in China's "Modern Way" program have produced new civil liberties and excellent growth in Chinese exports, particularly in light manufacturing and agricultural products. Beijing has repeatedly stated that these changes are here to stay, a position that does not sit well with the GLA.

Last week, the GLA struck a military depot at Yecheng, stole thousands of rounds of munitions and destroyed a nuclear power plant. Dangerous levels of radiation have been detected over 100 kilometres downwind. The Chinese government is furious and has refused to allow observers to mediate discussions with the GLA. Several divisions of the Red Army have established positions in the province along major roadways and rivers.

While the United States continues to provide orbital reconnaissance to the Security Council, it has failed to contribute troops to peacekeeping efforts in the region. The Council's refusal to support United States counter-terrorist initiatives in the Middle East in recent years has not been forgotten. USA military forces have remained in port and on base, venturing out only to secure its coastline.

Scattered intelligence reports arriving from Europe and Asia indicate that the GLA has established and funded sleeper cells to further spread its sphere of influence. If China succeeds in forcing out the GLA, it is difficult to predict where the group will resurface. The United States would be the logical choice to buttress Chinese efforts to contain the GLA, but the United States continues to maintain its non-involvement in this matter. The United States denies the sub-committee's claim that eventually the GLA will cross paths with USA forces in Asia or elsewhere in the world.

The sub-committee recommends to the Security Council that it continue to maintain an open channel with the GLA, to establish a clear set of boundaries for Chinese activity and to communicate the need for USA participation in peacekeeping initiatives before the Council loses its influence on the situation.

---

---

Subject: Re: Looking for a great mod team!!!  
Posted by [Titan1x77](#) on Fri, 11 Aug 2006 14:21:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

darksnipa wrote on Thu, 03 August 2006 09:29 The cancelled mod for Renegade from generals was just this:

Generals w3d files imported to a map. That's it! I'm going further than that. I'm gonna do this:

- New and more beautiful vehicle models, not square shaped, but hypernurbed.
- Only 2 available teams. GLA and a combined team of China and USA.
- New weapon types, like AK 47's, Mosin Nagants etc.

It's not gonna be a one map mod. It's gonna be a whole new experience.

I believe permagrin was the producer of that mod, but He was on the right track.

Mod's take way too much time dressing up their models and textures and never get anything playable out.

So you can make your beautiful vehicle models, but I suggest using some placeholders (like imported models) to get the gameplay down 1st....Gameplay is the most important thing that is often overlooked. You'll have a set of great models and textures but if your mod isn't playable those models and textures are good for nothing, just a little advice and something you might want to consider...I think Scud storm was on the right track with importing stuff and setting them up in LE 1st....afterwards you can get the better looking models in.

Good luck

---

---

Subject: Re: Looking for a great mod team!!!  
Posted by [Spyder](#) on Mon, 21 Aug 2006 10:44:08 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ok thanks for the idea I'm gonna figure it out some more!

---

Subject: Re: Looking for a great mod team!!!  
Posted by [Halo38](#) on Mon, 21 Aug 2006 15:04:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

for the curious ones, The scud storm mod is in laeubi's possession now you can down load the beta here <http://laeubi.de/?go=mods&sub=scudstorm>

---