
Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Sun, 09 Feb 2003 09:03:00 GMT
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im trying to collect some people to help me with my mod it is about TS (yeah i know theres TONS of em but im making it because i think its fun)but i need some modellers, skimmers, at least one mapper, and a commando "expert"you can contact me on msn at jedi_cebt@msn.combut you can also post here [February 09, 2003, 14:27: Message edited by: cebt]

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Sun, 09 Feb 2003 13:04:00 GMT
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hello? anyone there?

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Sun, 09 Feb 2003 13:26:00 GMT
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quote:Originally posted by cebt:hello? anyone there?Yes. Most of us already are on teams or we are already busy, but you can keep trying.

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Sun, 09 Feb 2003 13:29:00 GMT
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i will there must be someone out there who has enough time to help me

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Sun, 09 Feb 2003 14:58:00 GMT
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getting help is hard

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Sun, 09 Feb 2003 15:02:00 GMT
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yeah i know ive posted on several forums and noone wants to help me *starts to cry and feels sorry for himself* lol

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Sun, 09 Feb 2003 20:44:00 GMT
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what will this team be doing?

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 03:16:00 GMT
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as i sed in the first post it is a TS mod and as i also sed i know theres tons of TS mods but im making because i think its fun and such

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 05:28:00 GMT
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hey i could help i will need you to email me though and i am a mapper oh yah i wont be able to start up till this weekend i have been swamped with home work (and i must keep my grade at a 4.0 for mula\$\$ lol) but my email is Metalthrasher24@msn.com

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 05:35:00 GMT
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I might be able to help, but im still waiting for CYBORG to get his @\$@ on MSN! I want to see if he is planning to continue the RA2 mod. [February 10, 2003, 05:36: Message edited by: Laser2150]

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 06:32:00 GMT
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ok thanks guysbouncer: i will e-mail you and believe me i know the homework thing i go in the 8th grade and believe me we get floodet with homework but im glad i have a holiday now Laser: ok you just contact me when you get an answer ok

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 06:54:00 GMT
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I got a map currently in the works, it's called C&C_Dual_Falls, maybe you can use it in your mod if you want.

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 07:01:00 GMT
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i would like to then we just need to add the walls and gates and such (i just need to get the gates just helps me out alot))

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 16:02:00 GMT
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e-mail me at Maytridy@rochester.rr.com im working w\ laubi on his RA mod too

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 16:38:00 GMT
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ok i will hehe **** is it just me or is dead4ayear2 a jerk he just told me that most of my models were ****ty and such and i know there not that good but he dont have to rub it in my face im still a noob at this

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 16:57:00 GMT
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I could help. I'm very busy with my own mod, but I could make the odd model for you now and again. No garruntees though. killakanz@imneverwrong.com btw, the Apex Gaming Network will be back up soon, and hosting a few examples of my work.

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 16:59:00 GMT
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Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 17:05:00 GMT
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quote:Originally posted by cebt:ok i will hehe **** is it just me or is dead4ayear2 a jerk he just told me that most of my models were ****ty and such and i know there not that good but he dont have to rub it in my face im still a noob at thisUm, it's just you. Seriously...We could all lie and say they're good, but that wouldn't help you as a beginner modeler get better...(You know, learn from your mistakes.)

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 17:06:00 GMT
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Finally! My momment to shine! I would love to join your TS mod. Reborn was full when I tried to get in... And as for my work, this is what I have up and running:GDI:Power PlantWeapons FactoryRefineryBarracksHarvesterNod:Refinery BuggyThis is what I have almost doneNod:Power PlantHand Of Nod And One map in works called "last Resort" Its roughly based on the last GDI mission in TS. I'll go see if I can get some pics up...Triforce

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 17:11:00 GMT
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Sir Phoenixx: yes i know that you learn from your mistakes byt you dont want them to be rubbed in your face, instead of just saying they were ****ty maybe you could say they were not so good or they could get alot better or somethin understand me?Triforce: Your on the team

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 17:16:00 GMT
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Ok, how about...They're [very] bad, but they could be alot, alot better...Better?(sometimes you just need to rub it in for them to understand)

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Posted by [Anonymous](#) on Mon, 10 Feb 2003 17:17:00 GMT
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hehe ok and thank you alot better

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 18:18:00 GMT
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I'm back, and I bring screen shoots! Also I forgot that I have also made CABAL voice replacements for Nod. They are in one of the maps and work well. I just remebered too that I made one or two new icons, replacing the Nuke beacon with a Cluster Missile Becaon. Anyways, here are the
screens:<http://www.n00bstories.com/image.fetch.php?id=2128472889><http://www.n00bstories.com/image.fetch.php?id=1162248302><http://www.n00bstories.com/image.fetch.php?id=1958813876>
I know the barracks is outdated, I have new textures for it. I haven't updated the map in awhile. Triforce

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 18:24:00 GMT
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thats good i especially like the gdi warfactory

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 18:25:00 GMT
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do you have msn?

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 18:36:00 GMT
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Ok ive talked to cyborg and i guess i can help out , im part time mapper but mostly a vechile modeler, im no good with bones unless its for a turret. So making them move isnt my proplem
My email: Metal_Combot@yahoo.com My Msn: Λ or Laser2150

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 19:07:00 GMT
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ok and the thing you say about turrets thats perfect then you can help my put the bones correct for my nod laser turret if it wont work (what it probably wont)

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 19:13:00 GMT
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I don't have MSN, is it something you can sign up with for free? Triforce

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 19:19:00 GMT
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LOL! I just saw your sig in the other fourm:I believe in Power, Wisdom and Courage (from zelda)Power, Wisdom and Courage = TriforceInteresting...BTW, awesome models! I'm going to go start on the Obelisk, I got a great snapshot of the back of it from one of the FS cutsceens.Triforce

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 19:27:00 GMT
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great and yes msn is free of charge and it makes it alot easier to talk by the way bouncer24 is also on the team and he is mapping tooand yes it is from zelda i have my own zelda site and i use that sig in all forums where i join [February 10, 2003, 19:28: Message edited by: cebt]

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Mon, 10 Feb 2003 19:54:00 GMT
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and triforce can you give me a link to a place where i can get a map with your buildings on cus id like to check em out inside and such just send it in a privat message [February 10, 2003, 19:55: Message edited by: cebt]

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Tue, 11 Feb 2003 01:39:00 GMT
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I could help you out with some stuff, contact me with email in my singature.

Subject: im TRYING to collect a mod team
Posted by [Anonymous](#) on Tue, 11 Feb 2003 06:04:00 GMT
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i have sendt the mail
