
Subject: Does any one know good modding techniques we could share?

Posted by [TheGunrun](#) on Mon, 05 May 2003 00:49:30 GMT

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Check my mods out at

renegade- http://cncdaily.nucleardays.com/pages/gun_run_mod.htm

generals- <http://generalsfiles.com/file.info?ID=12966>. tell me what u think.

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Posted by [Skier222](#) on Tue, 06 May 2003 20:44:42 GMT

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ummm... i dont know if its just me, but i dont see a real point to the Renegade mod. I dont think there is a point to have this mod, noffence, flying in a havester, having a gunboat in a level with no water. i dont know anything about the generals mod so i cant say anything about that.

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Posted by [maytridy](#) on Tue, 06 May 2003 20:55:22 GMT

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yeah, i agree. I dont see the point in ur "mod"

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Posted by [Havocman](#) on Wed, 07 May 2003 01:21:44 GMT

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Thats because There Is No "Point" It's just Harmless fun.

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Posted by [Slicer_238](#) on Wed, 07 May 2003 01:28:03 GMT

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Its stupid.

Subject: Does any one know good modding techniques we could share?

Posted by [Havocman](#) on Wed, 07 May 2003 01:31:48 GMT

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Shows Slicer his Sniper Rife Ya sure?
