
Subject: Zero Hour mod

Posted by --oo00o00oo-- on Sun, 07 Mar 2004 04:10:14 GMT

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i started this mod about 2 weeks ago. visit <http://laeubi.de/zerohour> and under the screenshots section are some pics of my progress thus far. visit the forum section <http://forum.laeubi-soft.de/board.php?boardid=100&sid=8ffceb5986701516db56d5f12b8a69af> to chat and find out info on the mod and to show your support. ty to all u has help and to all who will help.

Subject: Zero Hour mod

Posted by [YSLMuffins](#) on Sun, 07 Mar 2004 04:18:41 GMT

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Wow, those buildings look really, really good! almost too good.....

Subject: Zero Hour mod

Posted by [Hydra](#) on Sun, 07 Mar 2004 06:32:28 GMT

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Tell Laeubi he needs to work on his English .

Subject: Zero Hour mod

Posted by [kawolsky](#) on Sun, 07 Mar 2004 10:14:06 GMT

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as iv said before they need to look more used....they currently look like new toys....apart from that it looks very nice, are you still doing this by yourself or have you had help?

Subject: Zero Hour mod

Posted by --oo00o00oo-- on Sun, 07 Mar 2004 11:07:09 GMT

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alone besides a mapper or 2 and some people helping me here and there with behind the scenes stuff.

Subject: Zero Hour mod

Posted by [gam3rj](#) on Tue, 09 Mar 2004 07:26:52 GMT

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Looks good. Keep it up!

Subject: Zero Hour mod

Posted by [Creed3020](#) on Tue, 09 Mar 2004 16:04:09 GMT

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Looks very promising. The texture work seems flawless...

Subject: Zero Hour mod

Posted by [TheGunrun](#) on Tue, 09 Mar 2004 21:44:38 GMT

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Wow looks nice. I wish my mod was like that. Heh i hope it will get more publicity.

Subject: Zero Hour mod

Posted by [SuperFlyingEngi](#) on Tue, 09 Mar 2004 22:27:06 GMT

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Awesome mod. This could be the next big thing when RenAlert starts coming back down the hill of fame.

Subject: Zero Hour mod

Posted by [Aircraftkiller](#) on Tue, 09 Mar 2004 22:44:02 GMT

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You'd think so, wouldn't you?

Subject: Zero Hour mod

Posted by [mrpirate](#) on Tue, 09 Mar 2004 22:57:42 GMT

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SuperFlyingEngiAwesome mod. This could be the next big thing when RenAlert starts coming back down the hill of fame.

That's really not going to start anything productive.

Subject: Zero Hour mod

Posted by [SuperFlyingEngi](#) on Tue, 09 Mar 2004 23:35:36 GMT

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Aircraftkiller You'd think so, wouldn't you?

Please... You must know that no mod will last forever, and this mod is looking pretty good, unless it gets halted.

Can we please just stop this here and avoid a flame war? I think renalert is great, but nothing lasts forever. That's the point I was making.

Subject: Zero Hour mod
Posted by [rm5248](#) on Wed, 10 Mar 2004 00:59:56 GMT
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Nothing lasts forever. Time conquers all.

Subject: Zero Hour mod
Posted by [terminator 101](#) on Wed, 10 Mar 2004 03:18:20 GMT
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1. That looks great, but making it balanced will be hard. I have an idea, how about there will be some AI soldiers in the bunker that will respawn 10 seconds after they die?
 2. Those base defences are good, but USA will have advantage with patriots, because gatling gun is not good against vehicles.
 3. Will it be possible to repair vehicles in the weapons factory just like in generals?
 4. Will rangers have flashbags, tankhunters TNT, missile defenders laser lock?
-

Subject: Zero Hour mod
Posted by [Aircraftkiller](#) on Wed, 10 Mar 2004 03:27:44 GMT
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You're mistaken. His modeling skill is good, but his texture usage is poor. Most of it is recycled Renegade textures without any real detail.

Subject: Zero Hour mod
Posted by [--oo00o00oo--](#) on Wed, 10 Mar 2004 04:25:58 GMT
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^ yes i can model with ease....but texturing is my weak point. so by doing all of this it forces me to learn.
