
Subject: Re: C&C Roleplay 2 is recruiting!
Posted by [Blazea58](#) on Sun, 22 Oct 2006 04:20:56 GMT
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Yea it seems now the only choice is to ask for some help, because this map i have been working on for longer then i can remember, many people have came to help and left. Alot of things can still be done with this map, i am always working on new sections for the map, the polygon count keeps getting higher.

Now with a fairly detailed map, i start realizing all the "gameplay" related things have been forgotton about. This map is quite important to me to have it finalized , and i wont just drop and give up. It would be nice if we had some people to help though, cause it could speed up the already very long process this has been.

General Vis will be needed for interiors, to help for lower end Pc's, People who can unwrap a model would be very much needed, i can do the actual texture work, but when it comes to making the unwrap i have a hard time.

If anyone also has say old models they made which you think may help benifit, then that would also be appreciated. I know the community is struggling as a whole, but we still have alot of good mappers/modelers who still contribute to this game , including jon with his hundreds of scripts,bug fixes, etc. Cmon we got gambling scripts, but nobody with the knowledge to properly set them up atm lol.
