
Subject: Re: Calling all Tutorials v2

Posted by [reborn](#) on Tue, 12 Jun 2007 15:33:50 GMT

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Zunnie noticed I missed out something from one of the tutorials, I went through all of them and I infact missed out some important information for ssaow users. I have re-made and re-uploaded five of the tutorials and deleted the old ones.

The tutorials that have stayed the same are:

Taking a .mix map and getting it back into level edit

<http://www.mp-gaming.com/reborn/movies/maphack/maphack.html>

Basic weapon spawn tutorial

http://www.mp-gaming.com/reborn/movies/weapon_spawner_tut/weapon_spawner_tut.htm I

Creating a switch that can be poked to grant a powerup

http://www.mp-gaming.com/reborn/movies/poke_buy/poke_buy.html

The ones I have redone are:

Creating purchasable turrets

http://www.mp-gaming.com/reborn/movies/purchasable_turret_re/purchasable_turret_re.html

Triggering a cinematic with a beacon

http://www.mp-gaming.com/reborn/movies/cinematic_trigger_re/cinematic_trigger_re.html

http://www.mp-gaming.com/reborn/clientdownload/Nod_Paratroopers.txt

Making bot spawners

http://www.mp-gaming.com/reborn/movies/bots_re/bots_re.html

An advanced weapon spawn tutorial

http://www.mp-gaming.com/reborn/movies/adv_weapon_spawn_re/adv_weapon_spawn_re.html

Changing the tick rate of the ref

http://www.mp-gaming.com/reborn/movies/tick_rate_re/tick_rate_re.html

Oblivion, you may wish to amend these on renhelp, also I still think two of them are missing from renhelp, there are eight here, but I could only find six on renhelp.

Will make some more over the coming days... =]
