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Subject: pooling resorces

Posted by [xpontius](#) on Tue, 27 Jan 2004 17:22:55 GMT

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Quote:You can "pool resources" all you want, the problem lies with YOU, not the resources

Tutorials at Dantes ModX including RenHelp & Renegade Mod FAQ  
General Havoc's Tutorial Collection

Easy Terrain by Genocide

Alpha-Blending by Killer Bee

Using the Boolean Tool by Captkurt

Texturing your map by Captkurt

Stealth Zones by General Havoc

Flag Tutorial by General Havoc

Teleport Tutorial by General Havoc

Working Teleporters by General Havoc

Creating Basic Terrain by SomeRhino

Animated Computer Screens by StoneRook

Vehicle Boning by BrainSpitter

Making a MIX Format Map by CaptKurt

How To Use Text Cinematics by Dante

Renegade Modding FAQ by General Havoc & Stonerook

LevelEdit Commands by Captkurt

Creating Water by Captkurt

Mesh Smoothing by Genocide

Aggregates and Emitters by Bumpaneer

Tank Tutorial by Killakanz

Boolean Tutorial Video by Havoc89

Ingrownlip's Tutorials Collection

Proxy Bone Tutorial by StoneRook

Shadow Projection Tutorial by StoneRook

Animated Computer Screens Tutorial by StoneRook

Damage Aggregates with Parent/Child by StoneRook

GLB Plugin for 3DSMax Tutorial by Michael Little

Dedicated VIS tutorial for the Dedicated by YSLMuffins

There are some useful (SOME) tutorials here such as vis and how to make .mix. They are perfect examples of tutorials that are specific and to the point. Unfortunately, some of the elites in mapping however angry they get at us for asking questions about mapping fail to realize that there are huge gaps in the process of starting more than a basic map. I must say most of these

tutorials, along with cnc den and then hq arent adequate enough once we pass the basic map understanding into more advanced skills. Kinda like going from 6th to 10th grade.

edit-I know there are more sites on mapping, but they prove vague or repetitive as well.

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