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Subject: pooling resorces

Posted by [SuperFlyingEngi](#) on Thu, 29 Jan 2004 04:29:09 GMT

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As you said, the only real problem with big teams working on maps is people actually doing things. I for one don't think the people who started this topic off are capable of much of anything. [But it would make me happy if you proved me wrong] PLEASE NOTE anyone who was arguing against me earlier that I was not debating whether or not the people who started this topic could make a good map by being a team. I do not believe this. I was arguing that experienced people working together would make a good map, nothing more. Back to the topic of people producing nothing - what a good map/mod/call-it-what-you-will team needs is one or two experienced mappers/modders/call-them-what-you-will and then a work team of 3-5 less experienced people who could contribute ideas and then work on them with techniques they pick up from others. The only thing everyone needs is a strong work ethic - without that they are nothing. I'd be willing to do a bit of mapping for said future team if I ever get the Renegade Public Tools to install right, but I think that's a spyware problem that's corrupting my downloads...

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