
Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Wed, 24 Apr 2002 13:04:00 GMT
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Also it seems no one can do alpha blending, which I would really like to do. Greg H. said how to do it, but I'm just slow i guess because it didn't work for me. Doesn't have to be very much, but I'd like step by step, or like some sort of a manual instead of: 1) Place object controller a) Move object down Z 41 spaces 2) Generate Pathways 3) Place Weapon spawn 4) Insert Beacon locations 5) Your done! What did we just do?? I understand most of it well, because I'm pretty quick on that stuff, but if we don't know what we are doing we can't debug the problems. BTW - Where are the beacon placing objects/zones/icons? How do I add them?

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Wed, 24 Apr 2002 13:17:00 GMT
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I talked to Dev and he said "More do***entation is coming soon." I feel so special, inside info

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Wed, 24 Apr 2002 13:19:00 GMT
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comming sound and what is soon? 2-3 weeks like they sayd the beta is comming soon and 2-3 weeks later the beta arrived----- *-_-Revangerr_-_*Member of TRZ3D DESIGN TEAM TRZ Website WOL NICK : DjTrancer Proud Member of the TCGO Clan What Should We do with-->EA What Should we do with-->WS Love them for the great games they made=) CHEERS GUYS!***Downloading Prived Westwood Files***Darn seems they have security

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Wed, 24 Apr 2002 13:27:00 GMT
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quote:Originally posted by Taximes: I talked to Dev and he said "More do***entation is coming soon." I feel so special, inside info mmmmmm.... Do you have a direct channel/frequency to Dev? THAT IS SWEET! Is your site back up yet?

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Thu, 25 Apr 2002 00:11:00 GMT
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If it was detailed, very good, and explained how to make different modes. Just another money making idea for ya!

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Thu, 25 Apr 2002 00:39:00 GMT
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yeah, I would too

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Thu, 25 Apr 2002 00:40:00 GMT
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(not very much though)

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Thu, 25 Apr 2002 00:42:00 GMT
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um they are releasing a free tutorial (on how to make a map) but waste your money if you want.
(lately Dev and Greg have been answering posts, so paying is useless)ps. thats why forums are
here, to teach each other and contact others

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Thu, 25 Apr 2002 00:57:00 GMT
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rekon...yea the forums are here to help..but alot of people get tired of questions like How do i
import a map i made into the level editor?...so the forum people become asses and say its already
been asked before so shutup...so these forums don't really help

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Thu, 23 Jan 2003 20:33:00 GMT
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quote:Originally posted by Taximes:I talked to Dev and he said "More do***entation is coming
soon."I feel so special, inside info lol! they censored *** !

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Thu, 23 Jan 2003 21:30:00 GMT
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quote:Originally posted by DeafWasp: quote:Originally posted by Taximes:I talked to Dev and he
said "More do***entation is coming soon."I feel so special, inside info lol! they censored *** !do

you mean Devinoch? ya know he's not at westwood anymore... nor is he privy to anything at westwood at this stage... if not then disregard that last batch of garbage...

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Fri, 24 Jan 2003 06:05:00 GMT
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quote:Originally posted by DoctorNerve: quote:Originally posted by DeafWasp: quote:Originally posted by Taximes:I talked to Dev and he said "More do***entation is coming soon."I feel so special, inside info lol! they censored *** !do you mean Devinoch? ya know he's not at westwood anymore... nor is he privy to anything at westwood at this stage... if not then disregard that last batch of garbage...errr- doc -- look at the date of the posts - this is from when Dev was here....

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Fri, 24 Jan 2003 17:28:00 GMT
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O_O..... wonder who brought out this relic

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Fri, 24 Jan 2003 21:11:00 GMT
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quote:Originally posted by Ingrownlip:Also it seems no one can do alpha blending, which I would really like to do. Greg H. said how to do it, but I'm just slow i guess because it didn't work for me.Doesn't have to be very much, but I'd like step by step, or like some sort of a manual instead of:1)Place object controller a)Move object down Z 41 spaces2)Generate Pathways3)Place Weapon spawn4)Insert Beacon locations5)Your done!What did we just do?? I understand most of it well, because I'm pretty quick on that stuff, but if we don't know what we are doing we can't debug the problems.BTW - Where are the beacon placing objects/zones/icons? How do I add them?Hahaha, what a newb!

Subject: WW - I would pay \$\$ for a tutorial
Posted by [Anonymous](#) on Sat, 25 Jan 2003 00:35:00 GMT
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Yeah, take a look at the dates
