
Subject: BHS CP3 Mapping Contest
Posted by [Titan1x77](#) on Mon, 20 Jun 2005 13:03:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

sorry...didnt mean to sound like I speak for BHS...nor did I type anything that said "we" I clearly wrote this contest will be decided by BHS.

I would of liked to discus things in this thread but I just got "news to me" and a reply with a link to some rules.

Once Again Im sorry.

however I think you guys should consider a BHS mapping contest for the next Core Patch.

Subject: Re: BHS CP3 Mapping Contest
Posted by [Crimson](#) on Mon, 20 Jun 2005 16:40:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

News to me...

Subject: Re: BHS CP3 Mapping Contest
Posted by [SuperFlyingEngi](#) on Mon, 20 Jun 2005 21:14:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Question: Is it possible to turn .3ds meshes into playable maps? Because I:

- A) Have tried RenX, and did not enjoy it, to say the least.
 - B) Have a couple map ideas I'd like to create.
-

Subject: Re: BHS CP3 Mapping Contest
Posted by [Buavey](#) on Tue, 21 Jun 2005 00:21:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

but the second CP isnt even out yet.....or is it?!?!?!?!?!?

Subject: Re: BHS CP3 Mapping Contest
Posted by [Majiin Vegeta](#) on Tue, 21 Jun 2005 00:34:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Mon, 20 June 2005 17:40News to me...

lol i think this is something he has yet to ask you about

Subject: Re: BHS CP3 Mapping Contest
Posted by [theplague](#) on Tue, 21 Jun 2005 07:36:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

are you skipping CP2, or are you just planning a
loong time ahead?

Subject: Re: BHS CP3 Mapping Contest
Posted by [Aircraftkiller](#) on Tue, 21 Jun 2005 10:09:16 GMT
[View Forum Message](#) <> [Reply to Message](#)

Titan doesn't speak for BHS. This thread is just him trying to pretend he's important again. Go scurry back under your rock little boy.

Subject: Re: BHS CP3 Mapping Contest
Posted by [Titan1x77](#) on Tue, 21 Jun 2005 10:35:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

No I don't speak for BHS, I ran this by Jon wil and he said it was a good idea.

Once again you think everyone else is as vain as you, I don't care if Im important to you or anyone else here. I wanted to see a mapping contest.

and if this is to happen it wouldnt make it in time for CP2....thus why it's labeled for CP3

Subject: Re: BHS CP3 Mapping Contest
Posted by [Aircraftkiller](#) on Tue, 21 Jun 2005 11:31:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

jonwil also thinks stealing code from Silent Kane is a good idea.

Subject: Re: BHS CP3 Mapping Contest
Posted by [kinghigh1](#) on Tue, 21 Jun 2005 12:56:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

LOL, ACK just Owing people in this thread

Subject: Re: BHS CP3 Mapping Contest
Posted by [Dave Mason](#) on Tue, 21 Jun 2005 13:35:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

LOL kinghigh is being a n00b again!

Subject: Re: BHS CP3 Mapping Contest
Posted by [Blazea58](#) on Tue, 21 Jun 2005 13:39:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

I have somewhat been doing a map on the side, but at this point im still unsure about layout of buildings etc, its very much in early stages and almost ready to be split up into different sections for blending.

What has made this map tricky is that i had started this map with a 1x1 plane and made a road then welded terrain to the sides to give it a perfect contour.

Other then that im not quite sure how much more time this would take since ive been caught up with roleplay2 and this new computer lol.

anyways here is 3 pics of the progress.

This map was mainly meant to test my new computers limits, as well as make a nice large open map with many hills and a road in the center.
Polygon count is around 32,000 and not optimized as of yet.

Subject: Re: BHS CP3 Mapping Contest
Posted by [kinghigh1](#) on Tue, 21 Jun 2005 15:13:21 GMT
[View Forum Message](#) <> [Reply to Message](#)

DJM wrote on Tue, 21 June 2005 08:35LOL kinghigh is being Himself again!

Thank you

Subject: Re: BHS CP3 Mapping Contest
Posted by [Crimson](#) on Tue, 21 Jun 2005 16:21:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

<http://www.blackhand-studios.org/?pid=articles>

Subject: Re: BHS CP3 Mapping Contest
Posted by [Lijitsu](#) on Tue, 21 Jun 2005 22:19:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

No offence, Blazea, but the last picture kinda looks like Muffin Mix... King, stop editing peoples posts when you quote them. A quote is not meant to be in the general area of what the person said, its suppose to be EXACTLY what the person said. That would be why its called a "Quote."

Subject: Re: BHS CP3 Mapping Contest
Posted by [kinghigh1](#) on Tue, 21 Jun 2005 22:54:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lijitsu wrote on Tue, 21 June 2005 17:19You right,I'll stop

Subject: Re: BHS CP3 Mapping Contest
Posted by [Lijitsu](#) on Tue, 21 Jun 2005 22:55:47 GMT

[View Forum Message](#) <> [Reply to Message](#)

Your starting to annoy me, and annoying your Clan's Leader isnt bright. Im not going to kick you out, but restrictions can be created.

Subject: Re: BHS CP3 Mapping Contest
Posted by [Opalkilla](#) on Wed, 22 Jun 2005 01:02:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

Lijitsu wrote on Tue, 21 June 2005 18:55Your starting to annoy me, and annoying your Clan's Leader isnt bright. Im not going to kick you out, but restrictions can be created.

Why the fuck would you let that faggot into your clan?

Subject: Re: BHS CP3 Mapping Contest
Posted by [Lijitsu](#) on Wed, 22 Jun 2005 01:13:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

I need members. Though im starting to change my mind on his membership.

Subject: Re: BHS CP3 Mapping Contest
Posted by [kinghigh1](#) on Wed, 22 Jun 2005 02:13:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Opalkilla wrote on Tue, 21 June 2005 20:02Lijitsu wrote on Tue, 21 June 2005 18:55Your starting to annoy me, and annoying your Clan's Leader isnt bright. Im not going to kick you out, but restrictions can be created.

Why the fuck would you let that faggot into your clan?

You in love with that faggot word I see.

Subject: Re: BHS CP3 Mapping Contest
Posted by [Dave Anderson](#) on Wed, 22 Jun 2005 06:17:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

titan wrote:No I don't speak for BHS, I ran this by Jon wil and he said it was a good idea.

When someone says its a good idea, it doesnt always mean that they want you to make a big deal out of it. CP3 probobly hasnt even been thought of yet since they are working on CP2. Don't rush a head, they already have enough work laid out in front of them.

Subject: Re: BHS CP3 Mapping Contest
Posted by [Titan1x77](#) on Wed, 22 Jun 2005 11:03:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

SuperFlyingEngi wrote on Mon, 20 June 2005 17:14Question: Is it possible to turn .3ds meshes into playable maps? Because I:

- A) Have tried RenX, and did not enjoy it, to say the least.
- B) Have a couple map ideas I'd like to create.

Yes...Export as a .3ds and import into Ren-x

Subject: Re: BHS CP3 Mapping Contest
Posted by [Dave Mason](#) on Wed, 22 Jun 2005 12:54:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

deadfive wrote on Wed, 22 June 2005 07:17titan wrote:No I don't speak for BHS, I ran this by Jon wil and he said it was a good idea.

When someone says its a good idea, it doesnt always mean that they want you to make a big deal out of it. CP3 probably hasnt even been thought of yet since they are working on CP2. Don't rush a head, they already have enough work laid out in front of them.

My god you irritate me.

He was thinking about the contest for CP3 because there isn't enough time to have the maps in time for CP2.

Don't rush ahead? They aren't rushing, give the guys some credit, they are doing a good job, a job 1 million times better than you could do. The idea of the contest for CP3 I spose was an idea that titan would have liked to see in CP2 only there wasn't enough time for it to occur.

Subject: Re: BHS CP3 Mapping Contest
Posted by [Titan1x77](#) on Wed, 22 Jun 2005 13:02:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

Exactly, Thanks

and it wouldnt be much work to just add a map into a CP

Subject: Re: BHS CP3 Mapping Contest
Posted by [Opalkilla](#) on Wed, 22 Jun 2005 13:46:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

Are you seriously that low? If you want to insult me, do it in public where I can embarrass you.

Subject: Re: BHS CP3 Mapping Contest
Posted by [Lijitsu](#) on Wed, 22 Jun 2005 13:49:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

Who, King? Yes, probably. If my Renegade movie would god damn save, ive got him in the credits in a "special" location with two other people. Im thinking of removing one of them.

Subject: Re: BHS CP3 Mapping Contest
Posted by [kinghigh1](#) on Wed, 22 Jun 2005 15:36:29 GMT
[View Forum Message](#) <> [Reply to Message](#)

Some lil girl wrote:Are you seriously that low? If you want to insult me, do it in public where I can

embarrass you.

Lmao you shitting me .can't you tell by now , private or public I don't care.Nice that took time out to show me just how low I am

Subject: Re: BHS CP3 Mapping Contest
Posted by [glyde51](#) on Wed, 22 Jun 2005 15:54:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

Why. Is. He. Still. Here?

Subject: Re: BHS CP3 Mapping Contest
Posted by [Lijitsu](#) on Wed, 22 Jun 2005 16:06:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I dont use the Ignore feature often. In fact, ive yet to use it. I think ill take it out for a little test drive...

Subject: Re: BHS CP3 Mapping Contest
Posted by [Dave Mason](#) on Wed, 22 Jun 2005 16:18:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Kinghigh use some of your ultra mega cool insults on me, I need some entertainment.

Subject: Re: BHS CP3 Mapping Contest
Posted by [Mindtzar](#) on Wed, 22 Jun 2005 17:10:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.mindtzar.com/morons/kinghigh1.php>

Subject: Re: BHS CP3 Mapping Contest
Posted by [Dave Anderson](#) on Wed, 22 Jun 2005 20:27:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

DJM wrote:He was thinking about the contest for CP3 because there isn't enough time to have the maps in time for CP2.

I thought they already had all the maps for CP2 done?

Subject: Re: BHS CP3 Mapping Contest
Posted by [Dave Mason](#) on Wed, 22 Jun 2005 21:46:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

You thought.

Subject: Re: BHS CP3 Mapping Contest
Posted by [Dave Anderson](#) on Wed, 22 Jun 2005 23:50:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

Indeed I did.

Subject: Re: BHS CP3 Mapping Contest
Posted by [Dave Mason](#) on Thu, 23 Jun 2005 16:40:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

You seem to have missed my point.

you thought
