
Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 01:01:00 GMT
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Surely there's a copyright issue there, especially if you're using their music?

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 01:07:00 GMT
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quote:Originally posted by PiMuRho:Surely there's a copyright issue there, especially if you're using their music?It's all free to be used and downloaded... I see no copyright violations because the game is eight years old or so, and EA's given up on it long since.They are not making profit from the game anymore. Besides, other games like UT and Half-Life have had some of the levels from System Shock recreated as levels for deathmatch.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 02:01:00 GMT
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You can see the progress here:<http://www.n00bstories.com/image.fetch.php?id=1935514149>

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 04:31:00 GMT
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Looks interesting.I have to admit though - I really preferred the sequel. You can't beat System Shock 2 for downright scary atmosphere.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 04:34:00 GMT
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quote:Originally posted by PiMuRho:Looks interesting.I have to admit though - I really preferred the sequel. You can't beat System Shock 2 for downright scary atmosphere.Unfortunately, I was never able to play the sequel due to my old computer being incompatible with it... Good way to waste \$50 on a game I wanted to play for a long time.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 04:52:00 GMT

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And it keeps on trucking...<http://www.n00bstories.com/image.fetch.php?id=1668185907>

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 04:57:00 GMT

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SS2 is amazingly good - especially with the multiplayer co-op patch. In fact, I think I'll replay it again With regards to your map - it might be worth seeing if someone can do high-res versions of those textures. It'll make it look a hell of a lot better.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 05:08:00 GMT

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quote:Originally posted by PiMuRho:SS2 is amazingly good - especially with the multiplayer co-op patch. In fact, I think I'll replay it again With regards to your map - it might be worth seeing if someone can do high-res versions of those textures. It'll make it look a hell of a lot better.I'm not even near done, lol.Perhaps we can work together to upgrade the textures... They aren't that bad, actually. I've resized them from 64 to 256, just needs some clarification and some fade correction, some other minor details.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 05:25:00 GMT

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quote:Originally posted by PiMuRho:With regards to your map - it might be worth seeing if someone can do high-res versions of those textures. It'll make it look a hell of a lot better.Exactly what I was going to say

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 07:36:00 GMT

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cool!

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 07:39:00 GMT

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Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 08:39:00 GMT
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<http://www.n00bstories.com/image.fetch.php?id=2001789622>

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 08:42:00 GMT
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Looking good.I may not always agree with you but I'm looking forward to this one.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 08:42:00 GMT
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what kind of map will it be?

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 08:45:00 GMT
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quote:Originally posted by PiMuRho:Looking good.I may not always agree with you but I'm looking forward to this one.I've still got a ways to go... But it's getting there, slowly.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 09:31:00 GMT
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Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 10:10:00 GMT
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nice but what exactly is the story os system shock? i dont really know this game

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 10:12:00 GMT

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It is the the year 2072. You're a hacker, caught breaking into the computer system of a huge corporation called TriOptimum. You are apprehended and transported to the TriOptimum space station Citadel, orbiting Saturn. A high-ranking TriOptimum executive, Edward Diego, says he will dismiss the charges against you and give you a military grade neural interface, if you hack him into Citadel station's highly advanced AI computer, SHODAN, and give him full control over the station. You decide to do what Diego asks, and keeping his word, Diego allows you to be fitted with the neural interface, so you can jack into cyberspace whenever you want. This requires extensive surgery, and an artificial healing coma which lasts 6 months. When you wake up, the hospital ward seems deserted, so you get up and look around. After a few minutes, you realise that something has gone horribly wrong on board the station while you were asleep. It turns out that in giving Diego full access, you removed all ethical constraints upon SHODAN, which reexamined its priorities, drew new conclusions, and took over the station itself. The station is now overrun with mindless cyborgs, robots, mutated humans and biological experiments gone wrong. As far as anyone knows, you are the only remaining survivor on the station. Your mission is to deactivate SHODAN - and ultimately to stop it from reaching Earth and destroying or enslaving the entire human race.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 11:22:00 GMT
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Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 11:24:00 GMT
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wow, thats a great plot!

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 11:46:00 GMT
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Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 12:51:00 GMT
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If so... I've got a map in the works that will bring the first level of the Citadel station to Renegade.

I'm sure you'd remember the medical level, where you wake up and find out that the **** hit the fan at the station. I'm reconstructing a yet-to-be-determined amount of the level for Renegade. Textures and all will be in the map. It will be a deathmatch first, then possibly a capture the flag map. I'm also adding the medical level music that got remixed by one of the Looking Glass guys. If you loved System Shock as much as I did, you'll love this map. <http://www.cncrenegade.info/modules.php?name=Content&pa=showpage&pid=100> [January 18, 2003, 23:19: Message edited by: aircraftkiller2001]

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 13:07:00 GMT
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Not change them around, just make them look better; by higher resolution I meant crisper and less blurry. [January 14, 2003, 13:07: Message edited by: Taximes]

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 13:08:00 GMT
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quote:Originally posted by Taximes:Not change them around, just make them look better; by higher resolution I meant crisper and less blurry. They aren't blurry in the slightest. Those textures are from 1994, hoss... I just have them scaled to fit each polygon, so they're a bit large on the tile scale. They need to be to match how the medical level was set-up.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 14 Jan 2003 13:23:00 GMT
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You can't simply increase something by four times without it getting blurry on you. It's easy to recreate the textures so they look the same without being blurred, and it obviously wouldn't take anything away from the level, as it'd be the same texture just crisper.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 15 Jan 2003 00:02:00 GMT
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quote:Originally posted by aircraftkiller2001:It is the the year 2072. You're a hacker, caught breaking into the computer system of a huge corporation called TriOptimum. You are apprehended and transported to the TriOptimum space station Citadel, orbiting Saturn. A high-ranking TriOptimum executive, Edward Diego, says he will dismiss the charges against you and give you a military grade neural interface, if you hack him into Citadel station's highly advanced AI computer, SHODAN, and give him full control over the station. You decide to do what

Diego asks, and keeping his word, Diego allows you to be fitted with the neural interface, so you can jack into cyberspace whenever you want. This requires extensive surgery, and an artificial healing coma which lasts 6 months. When you wake up, the hospital ward seems deserted, so you get up and look around. After a few minutes, you realise that something has gone horribly wrong on board the station while you were asleep. It turns out that in giving Diego full access, you removed all ethical constraints upon SHODAN, which reexamined its priorities, drew new conclusions, and took over the station itself. The station is now overrun with mindless cyborgs, robots, mutated humans and biological experiments gone wrong. As far as anyone knows, you are the only remaining survivor on the station. Your mission is to deactivate SHODAN - and ultimately to stop it from reaching Earth and destroying or enslaving the entire human race. hehe nice... that would be cool to have a ctf map with mad cyborg killing evrything they see (+ a cyborg spawner if they are killed, they are reconstructed) [January 14, 2003, 12:03: Message edited by: Francois]

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 15 Jan 2003 00:37:00 GMT
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Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 15 Jan 2003 00:40:00 GMT
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I never played System Shock, but I'm pretty confident that I could recreate a higher resolution replica of those textures.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 15 Jan 2003 00:51:00 GMT
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quote:Originally posted by Taximes:I never played System Shock, but I'm pretty confident that I could recreate a higher resolution replica of those textures. I already said they're at 256x256. I want to keep the level looking like it did, anyways... It would take away the System Shock feel if you were to change the textures around.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 15 Jan 2003 05:44:00 GMT
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Then by all means, contact me and we'll work on it.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 15 Jan 2003 17:10:00 GMT
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Nevermind, I fixed the texture problem. Thanks for giving me the heads up.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 15 Jan 2003 17:29:00 GMT
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Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 15 Jan 2003 22:41:00 GMT
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Looking GQQD Ack, good job.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Thu, 16 Jan 2003 09:20:00 GMT
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Okay, here's my update...I've finished with Delta Quadrant. That leaves Beta and Gamma Quadrant to finish. Alpha Quadrant is too far away from the other quadrants of the Medical Level to finish effectively. I've laid out my plans: Gamma Quadrant leads to a large hallway, which cuts over to a smaller hall to a little grass park with some bushes and flowers and severed heads on the ground. That area leads to the armory of the level, which is by the other medical research area. That area is filled with dead bodies (Won't put those in, but I'll keep the battle scars and such on the walls) and blood writing on the walls like "DIE" and "RESIST." Give me a bit to finish off Delta Quadrant totally.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Thu, 16 Jan 2003 11:23:00 GMT
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Just finished Delta
Quadrant.<http://www.n00bstories.com/image.fetch.php?id=1657159305><http://www.n00bstories.com/image.fetch.php?id=1118003341><http://www.n00bstories.com/image.fetch.php?id=1773818624>

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Thu, 16 Jan 2003 17:13:00 GMT

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Looks pretty neat. Can't wait to play it!

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Thu, 16 Jan 2003 18:41:00 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1187291426><http://www.n00bstories.com/image.fetch.php?id=1749202708><http://www.n00bstories.com/image.fetch.php?id=1616773606>

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Thu, 16 Jan 2003 22:18:00 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1950438427><http://www.n00bstories.com/image.fetch.php?id=1560760521><http://www.n00bstories.com/image.fetch.php?id=1304636973><http://www.n00bstories.com/image.fetch.php?id=2092244622>

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Fri, 17 Jan 2003 08:13:00 GMT

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Lookin' good! [January 17, 2003, 08:14: Message edited by: Tiberic]

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Fri, 17 Jan 2003 13:45:00 GMT

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If i'm not mistaken i think you sid you wanted to try to put anti-grav scripts made by Jonathan Wilson on this level?

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Fri, 17 Jan 2003 15:47:00 GMT

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Not anti-gravity... Just repulsor lifts, if the level has them.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Fri, 17 Jan 2003 15:53:00 GMT
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More screenshots of the
level:<http://www.n00bstories.com/image.fetch.php?id=1866039083><http://www.n00bstories.com/image.fetch.php?id=1291742934>

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Fri, 17 Jan 2003 16:17:00 GMT
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lookin good! although I dont know what its supposed to look like lol

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sat, 18 Jan 2003 19:25:00 GMT
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Blarg... I'd love it if someone would show some interest in this.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sat, 18 Jan 2003 20:38:00 GMT
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that does sound pretty intersetting! its going to be all multi player right?

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sat, 18 Jan 2003 20:40:00 GMT
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know where I can get this game?

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sat, 18 Jan 2003 22:06:00 GMT
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Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Sat, 18 Jan 2003 23:24:00 GMT

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Hot ****! I've almost totally finished Beta Quadrant's upper level. Here, check it out:
<http://www.n00bstories.com/image.fetch.php?id=1664415401>
<http://www.n00bstories.com/image.fetch.php?id=1953592031>

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Sat, 18 Jan 2003 23:31:00 GMT

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ack, alot of people are too narrow minded to show interest.... or should i say 'young'. heh. im watching, ut you know i rarely comment on things ... Q; are there going to be custom units?

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Sat, 18 Jan 2003 23:33:00 GMT

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It's just a deathmatch or CTF map... I'm not making a modification to the game. That would be insane.

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Sat, 18 Jan 2003 23:34:00 GMT

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Man I never played the game but I am totally looking forward to that crazy ****!

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Sat, 18 Jan 2003 23:37:00 GMT

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I'm interested...can't wait until its done!

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Sun, 19 Jan 2003 00:32:00 GMT

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Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sun, 19 Jan 2003 01:00:00 GMT
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I can't really give an ETA... But I'm about to connect the level together totally, so it shouldn't be too much longer.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sun, 19 Jan 2003 01:20:00 GMT
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Editor

screenshots:<http://www.n00bstories.com/image.fetch.php?id=2136314762><http://www.n00bstories.com/image.fetch.php?id=2146209029><http://www.n00bstories.com/image.fetch.php?id=1268441058><http://www.n00bstories.com/image.fetch.php?id=1370197231>

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sun, 19 Jan 2003 11:27:00 GMT
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Is there any ETA yet? Do you need beta testing?

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sun, 19 Jan 2003 13:21:00 GMT
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I probably won't need any testers...

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sun, 19 Jan 2003 13:24:00 GMT
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Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sun, 19 Jan 2003 14:04:00 GMT
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At least you get lots of pretty screenshots showing death and destruction!

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sun, 19 Jan 2003 14:12:00 GMT
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Can't wait to see the finished prodeuct ACK.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sun, 19 Jan 2003 14:16:00 GMT
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That is awsome ACK! but whatever you do do not just leave it with empty corridors and stuff. Put some stuff like, Hanging overhead signs, Medical barrels/supplies. Rubble perhaps. Just enough to make it awsome. You can be creative with recreations, does not have to look down to the letter exactly like tha game. I mean this is renegade after all, you can add some PT on the walls for each side and some stuff maybe only you would think of.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sun, 19 Jan 2003 14:30:00 GMT
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quote:Originally posted by DeafWasp: That is awsome ACK! but whatever you do do not just leave it with empty corridors and stuff. Put some stuff like, Hanging overhead signs, Medical barrels/supplies. Rubble perhaps. Just enough to make it awsome. You can be creative with recreations, does not have to look down to the letter exactly like tha game. I mean this is renegade after all, you can add some PT on the walls for each side and some stuff maybe only you would think of. There were assorted crates in the level... Not much else, the robots or cyborgs cleared out the stuff except for debris and such.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sun, 19 Jan 2003 17:15:00 GMT
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hmmm... would be cool to see a robot just kind of standing against a wall recharging at a power outlet.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sun, 19 Jan 2003 18:46:00 GMT
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Yeah, even better, whenever you walk past it theres a script that makes it come to life and comes after you. Oh and is this map fairly large? Because you mention having to do several sectors, and i assume that every sector in itself is pretty big. [January 19, 2003, 18:48: Message edited

by: forsaken]

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Mon, 20 Jan 2003 01:22:00 GMT
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Quadrants, not
sectors...<http://www.n00bstories.com/image.fetch.php?id=1859837796><http://www.n00bstories.com/image.fetch.php?id=1307742351>Almost done with the main parts, just some small alignment and texture bugs to fix... Then I move on to my favorite area, the death zone...

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Mon, 20 Jan 2003 01:25:00 GMT
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Man, with every pic this map looks better and better. Can't wait until it is completed.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Mon, 20 Jan 2003 04:50:00 GMT
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yuppers!

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Mon, 20 Jan 2003 15:26:00 GMT
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<http://www.n00bstories.com/image.fetch.php?id=1527645962><http://www.n00bstories.com/image.fetch.php?id=1608118937><http://www.n00bstories.com/image.fetch.php?id=1619851647><http://www.n00bstories.com/image.fetch.php?id=1617202651>

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Mon, 20 Jan 2003 15:39:00 GMT
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skillz

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Tue, 21 Jan 2003 00:08:00 GMT

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Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Tue, 21 Jan 2003 02:24:00 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1717514392><http://www.n00bstories.com/image.fetch.php?id=1363840182><http://www.n00bstories.com/image.fetch.php?id=1658879418><http://www.n00bstories.com/image.fetch.php?id=1701404727><http://www.n00bstories.com/image.fetch.php?id=1197758895><http://www.n00bstories.com/image.fetch.php?id=1047146805><http://www.n00bstories.com/image.fetch.php?id=2123162648>Just finished it... Took me like five hours to do. I'm going to sleep, tommorow will be detail time... Time to paint blood on the walls.

Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Tue, 21 Jan 2003 12:45:00 GMT

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Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Tue, 21 Jan 2003 14:45:00 GMT

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Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Tue, 21 Jan 2003 16:10:00 GMT

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Subject: System Shock Medical Level DMCTF

Posted by [Anonymous](#) on Tue, 21 Jan 2003 17:43:00 GMT

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Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 21 Jan 2003 18:09:00 GMT
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Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Tue, 21 Jan 2003 22:46:00 GMT
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Just finished the level's armory... That'll be where a good deal of the better weapon spawns are located.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 22 Jan 2003 07:16:00 GMT
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Hi folks, Please refrain from unnecessarily bumping into the threads by posting blank messages, as this amounts to disruption of the Message Board. Such messages violate the Terms Of Service and hence liable to be removed. Thank you for your patience. Enjoy!--EAVetRenSegue

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 22 Jan 2003 07:56:00 GMT
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Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 22 Jan 2003 09:43:00 GMT
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Imao ack got in trouble for sumit like thew look of the map hope its betta than glacier

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 22 Jan 2003 15:42:00 GMT
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quote:Originally posted by EAVetRenSegue: Hi folks, Please refrain from unnecessarily bumping into the threads by posting blank messages, as this amounts to disruption of the Message Board. Such messages violate the Terms Of Service and hence liable to be removed. Thank you for your patience. Enjoy!--EAVetRenSegue
What do you expect us to do when there is no other way to get

noticed?

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 22 Jan 2003 16:16:00 GMT
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pray?

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 22 Jan 2003 17:53:00 GMT
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Just type Bump or something ACK that works too... he only said not to post "Blank messages" and that would not be considered blank The map is looking sweet!

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Wed, 22 Jan 2003 18:08:00 GMT
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But if bumping is a TOS Violation, what can we do?

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sat, 25 Jan 2003 09:56:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by EAVetRenSegue:Hi folks,Please refrain from unnecessarily bumping into the threads by posting blank messages, as this amounts to disruption of the Message Board. Such messages violate the Terms Of Service and hence liable to be removed.Thank you for your patience.Enjoy!--EAVetRenSegueWhat do you expect us to do when there is no other way to get noticed?There is no other way because people do not care.

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sun, 26 Jan 2003 00:40:00 GMT
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quote:Originally posted by DDR: quote:Originally posted by aircraftkiller2001: quote:Originally posted by EAVetRenSegue:Hi folks,Please refrain from unnecessarily bumping into the threads by posting blank messages, as this amounts to disruption of the Message Board. Such messages violate the Terms Of Service and hence liable to be removed.Thank you for your

patience.Enjoy!--EAVetRenSegueWhat do you expect us to do when there is no other way to get noticed?There is no other way because people do not care.Well, you obviously care enough to post, jackass.You're banned from #n00bstories again! Have fun!

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sun, 26 Jan 2003 00:43:00 GMT
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quote:Originally posted by aircraftkiller2001:Well, you obviously care enough to post, jackass.You're banned from #n00bstories again! Have fun!No, I care for what moderators have to do. Banned from #n00bstories, well... thats weak. Anything better you can do?

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Fri, 31 Jan 2003 09:57:00 GMT
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quote:Originally posted by EAVetRenSegue:Please refrain from unnecessarily bumping into the threads by posting blank messages, as this amounts to disruption of the Message Board. Such messages violate the Terms Of Service and hence liable to be removed.What you're going to do if there is no "Sticky Topic" option that prevents topics falling to page 2 ? You're going to bump it back up. It would not make sense to start a new topic just because the old one "died". And Aircraft's Sys Shock map is cool [January 31, 2003, 09:59: Message edited by: SeaMan]

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Fri, 31 Jan 2003 11:27:00 GMT
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quote:Originally posted by Taximes:I never played System Shock, but I'm pretty confident that I could recreate a higher resolution replica of those textures.I'm sure you could.. but ack was smart enough not to do that so the fps would most likly stay down.. thats what i think any ways

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Fri, 31 Jan 2003 19:48:00 GMT
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quote:Originally posted by Taximes: quote:Originally posted by bouncer24: [QUOTE]Originally posted by Taximes:[qb]I never played System Shock, but I'm pretty confident that I could recreate a higher resolution replica of those textures.I'm sure you could.. but ack was smart enough not to do that so the fps would most likly stay down.. thats what i think any ways A crisper texture would not affect FPS. Now, if you used a 1280x1280 texture, yeah just maybe But taking a 250x250 and just making it better doesn't noticably effect anything...ahh okay thanks always good to learn some thing new...

Subject: System Shock Medical Level DMCTF
Posted by [Anonymous](#) on Sat, 01 Feb 2003 00:42:00 GMT
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quote:Originally posted by bouncer24: quote:Originally posted by Taximes:I never played System Shock, but I'm pretty confident that I could recreate a higher resolution replica of those textures.I'm sure you could.. but ack was smart enough not to do that so the fps would most likely stay down.. thats what i think any ways A crisper texture would not affect FPS. Now, if you used a 1280x1280 texture, yeah just maybe But taking a 250x250 and just making it better doesn't noticably effect anything...And he did end up replacing the textures anyway...
quote:Originally posted by aircraftkiller2001:Nevermind, I fixed the texture problem. Thanks for giving me the heads up. [January 31, 2003, 12:43: Message edited by: Taximes]
