Subject: OT: Garry's Mod 10

Posted by icedog90 on Wed, 29 Nov 2006 01:09:57 GMT

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http://www.steamgames.com/v/index.php?area=game&AppId=4000&

IT'S COMING OUT TOMORROW! I've been waiting for nearly a year... I'm so glad it's finally coming out. It's only \$10, like Garry said long ago. So, for the Gmod fans who visit these forums, this is just to let you know.

Subject: Re: OT: Garry's Mod 10

Posted by bigejoe14 on Wed, 29 Nov 2006 01:23:22 GMT

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I will gladly give this man my \$10.

Subject: Re: OT: Garry's Mod 10

Posted by Canadacdn on Wed, 29 Nov 2006 01:23:28 GMT

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Fuck that, I'm not paying for it. If anyone wants it that badly they can, althought it seems stupid. Garry does work hard on it, but to suddenly drop a price tag on a program people have used for free for so long is just dumb. Many people will probably stop using gmod because of this.

Subject: Re: OT: Garry's Mod 10

Posted by icedog90 on Wed, 29 Nov 2006 01:26:39 GMT

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Actually, that is wrong. It's \$10, but it is literally a hundred times better. It's a deal Garry made with Valve so that it can be sold on Steam, but in return Garry received the Source engine itself, for free. Also, he's going to update much more frequently. If you think it's going to lose players because of this, think again. Anybody who has been reading Garry's blog and visited the forums at least once knows that it's going to have even more people than before.

Subject: Re: OT: Garry's Mod 10

Posted by Ryu on Wed, 29 Nov 2006 02:08:57 GMT

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icedog90 wrote on Tue, 28 November 2006 19:26It's a deal Garry made with Valve so that it can be sold on Steam, but in return Garry received the Source engine itself, for free. Also, he's going to update much more frequently. If you think it's going to lose players because of this, think again.

Very Nice deal, Mabey you can spawn NPC's without the other guy lagging like hell? (Joking)

I would kindly give my £8 For Gmod 10, Gmod 9.0 Was awsome, Along with some custom Mods.

Subject: Re: OT: Garry's Mod 10

Posted by Doitle on Wed, 29 Nov 2006 22:21:01 GMT

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I bought it and can't play it... It's been updating for 15 minutes and hasn't even moved a percent...

Subject: Re: OT: Garry's Mod 10

Posted by icedog90 on Thu, 30 Nov 2006 04:23:22 GMT

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Mine was taking forever to update too. I fixed that by restarting Steam.

Subject: Re: OT: Garry's Mod 10

Posted by Doitle on Thu, 30 Nov 2006 17:02:33 GMT

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I've now got Garrys Mod 10 but I can't figure out how to click to use the tool instead of firing it normally. I'm also without inspiration sadly... I need to play online to get some ideas.

Subject: Re: OT: Garry's Mod 10

Posted by icedog90 on Fri. 01 Dec 2006 21:06:04 GMT

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Hold C.

I'm also lacking inspiration.

There are so many things to do with all the new stuff, it's confusing....

Subject: Re: OT: Garry's Mod 10

Posted by bigejoe14 on Sat, 02 Dec 2006 04:37:33 GMT

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Don't feel bad about lacking inspiration. The only thing I've ever been able to think of is making a huge pile of Dr. Breens' and watermelons. Then shooting them with the RPG.

Subject: Re: OT: Garry's Mod 10

Posted by bandie63 on Sun, 03 Dec 2006 00:06:01 GMT

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I built a working submarine in GMod 8. I'll see if I can find some screen shots.

Edit:

Darn, can't find them. I'll try to take some later.

Subject: Re: OT: Garry's Mod 10

Posted by Majiin Vegeta on Tue, 05 Dec 2006 18:37:56 GMT

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purchased this the other day as i had played many of the older versions.. i am not an inspirational type of guy when it comes to things like this but i can be fun to piss about in

Subject: Re: OT: Garry's Mod 10

Posted by bandie63 on Tue, 05 Dec 2006 20:47:40 GMT

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Crap. When I loaded up my game with the Submarine, it was just a bunch of big flashing "ERROR"s.

Subject: Re: OT: Garry's Mod 10

Posted by icedog90 on Tue, 05 Dec 2006 23:29:39 GMT

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That sucks.

I've been getting inspiration lately now... I think it helps when you watch other people build things, because then you get inspired and get all of these cool ideas. Then the game is even more fun.