
Subject: Game-Maps.NET V2!
Posted by [IronWarrior](#) on Wed, 26 Aug 2009 23:33:44 GMT
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I like to present you the new Game-Maps.NET V2!

This has been in the pipeworks for a long time and Alexrirak one of our admins has finally coded the new site up to work with the new design by Shaked!

Welcome to Game-Maps.NET V2!

Game-Maps.NET V2

Subject: Re: Game-Maps.NET V2!
Posted by [slosha](#) on Thu, 27 Aug 2009 00:15:39 GMT
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Awesome job, it looks really nice!

Subject: Re: Game-Maps.NET V2!
Posted by [Ethenal](#) on Thu, 27 Aug 2009 01:00:50 GMT
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Very nice!

Subject: Re: Game-Maps.NET V2!
Posted by [Good-One-Driver](#) on Thu, 27 Aug 2009 02:35:47 GMT
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not bad

Subject: Re: Game-Maps.NET V2!
Posted by [RadioactiveHell](#) on Thu, 27 Aug 2009 03:09:16 GMT
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Looks good, well organized, gj.

Subject: Re: Game-Maps.NET V2!
Posted by [Prulez](#) on Thu, 27 Aug 2009 06:28:32 GMT
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Very nice!

Subject: Re: Game-Maps.NET V2!

Posted by [a000clown](#) on Thu, 27 Aug 2009 06:53:45 GMT

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The top banner looks very out of place, doesn't flow with the design at all. If you're dead set on using it though, I'd recommend an image with transparency (such as .png) instead of a color gradient to try and make it fit in better.

I'd also prefer to see it use a fluid width that uses a percentage of my window instead of a fixed 834px that wastes space on larger monitors and would probably fuck up mobile screens.

I think the update is ok but the old was better due what I mentioned above. I'm sure the new boxes in the header will be very handy though.

Subject: Re: Game-Maps.NET V2!

Posted by [cnc95fan](#) on Thu, 27 Aug 2009 09:27:54 GMT

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a000clown wrote on Thu, 27 August 2009 01:53

I'd also prefer to see it use a fluid width that uses a percentage of my window instead of a fixed 834px that wastes space on larger monitors and would probably fuck up mobile screens.

Yeah that's agreed; can't go wrong with 80%

Subject: Re: Game-Maps.NET V2!

Posted by [ErroR](#) on Thu, 27 Aug 2009 10:35:10 GMT

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Glock~ wrote on Thu, 27 August 2009 03:15Awesome job, it looks really nice!

Subject: Re: Game-Maps.NET V2!

Posted by [renalpha](#) on Thu, 27 Aug 2009 11:21:46 GMT

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As being a critic i must say, if this is your work ironwarrior nice job.

However a few things.

I hardly can see what this site supports as being a visitor for the first time. (unique k sorry).

Try to use a bit more game images, so people know what its about.

The banner, looks a bit like you tried to copy windows vista, but failed. All done well though.

EDIT:

Try to get to known by JQuery, you can do some really cool shit with it.

Subject: Re: Game-Maps.NET V2!
Posted by [Omar007](#) on Thu, 27 Aug 2009 14:29:28 GMT
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a000clown wrote on Thu, 27 August 2009 08:53The top banner looks very out of place, doesn't flow with the design at all.

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I agree on this. I really like the color scheme btw

Subject: Re: Game-Maps.NET V2!
Posted by [Goztow](#) on Thu, 27 Aug 2009 14:51:22 GMT
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Nice to see game-maps keeps gettind attention!

Subject: Re: Game-Maps.NET V2!
Posted by [Genesis2001](#) on Fri, 28 Aug 2009 18:56:03 GMT
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a000clown wrote on Wed, 26 August 2009 23:53The top banner looks very out of place, doesn't flow with the design at all.

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Adding to this:

Avoid using tables for layouts and paFailDB

Tables just get messy to work with when you're trying to edit a skin and paFailDB is exactly as I have spelt it. The way you use it doesn't look good, just looks like you shifted things around from the old version to this version using a different skin.

Now, a suggestion if I were in your shoes, I'd use MP-Gaming's IPB copy (assuming it gets updated to IPB3) and use the new IP.Downloads module (or a free one whichever floats your boat) and have the files stored there and centralize things. You can still pull the data to your main site. (See cnc-source.com for an example of what I mean by pulling the files from the forums to your site.)

Also IPB/3 has a cool api you can use.
