Subject: Warpath Hiring Mapper

Posted by CNCWarpath on Mon, 05 May 2003 14:30:35 GMT

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Thats right, we need another mapper on the team, if you are intrsted in the position please post some of your work and i will decide who gets to be on the mod.

Subject: Warpath Hiring Mapper

Posted by Captkurt on Mon, 05 May 2003 15:14:04 GMT

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I've got some free time.

Subject: Warpath Hiring Mapper

Posted by CNCWarpath on Mon, 05 May 2003 16:39:25 GMT

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Please Post Pics of your work..

Subject: Warpath Hiring Mapper

Posted by Captkurt on Mon, 05 May 2003 16:52:08 GMT

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Due to web space runnith unnith, I can post some pic's of my latest map here, http://www.cox-internet.com/kleboeuf/sc.html

but the best thing for you to do is to just down load one and see what it's like and if you like it, down load another one, the links are all below.

my favorites of these would be the first two. I have other's as well, I can show you buildings I've done if your interisted as well.

Subject: Warpath Hiring Mapper

Posted by CNCWarpath on Mon, 05 May 2003 16:58:09 GMT

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I liked Snipers Canyon, but if u was to work for warpath, the maps u would have to make are of alot of quality, i need to see other peoples work aswell.

Subject: Warpath Hiring Mapper

Posted by Captkurt on Mon, 05 May 2003 17:01:40 GMT

CNCWarpathI lke Snipers Revenge, but if u was to work for warpath, the maps u would have to make are of alot of quality, i need to see other peoples work aswell.

I understand, and would do the same thing, but do have to say this. If you liked Snipers Revenge, then you might like The Final Conflict much better, it has so much more to it, and is the updated version of Snipers_Revenge. And if you liked Snipers_Canyon, you should get the updated version, it was just released up last night, so don't know yet when it will be

much, much better.

Also check out some of my other maps. Below. See what you think. I'm currently working on a BF42 map. With my own buildings, and other cool stuff, it will prob. be called C&C BF42.mix. Just so I claim the name now.

Subject: Warpath Hiring Mapper

Posted by CNCWarpath on Mon, 05 May 2003 23:27:33 GMT

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Anyone More?

Subject: Warpath Hiring Mapper

Posted by Halo38 on Tue, 06 May 2003 16:04:39 GMT

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We do need another mapper yes but maps are worthless with out the buildings it is a huge bitch to make a map if you don't have the buildings even worse don't know what they look like.

I can't see how we are going to have the internal beta done with out the buildings.

Subject: Warpath Hiring Mapper

Posted by Captkurt on Tue, 06 May 2003 19:16:07 GMT

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I can do buildings, I have some now for my next Battlefield 1942 map. and they are destroyable in game. as well as all doors work, and some swing like a reg. door.

Subject: Warpath Hiring Mapper

Posted by Halo38 on Wed, 07 May 2003 14:28:19 GMT

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Halo38We do need another mapper yes but maps are worthless with out the buildings it is a huge bitch to make a map if you don't have the buildings even worse don't know what they look like.

I can't see how we are going to have the internal beta done with out the buildings.

Talk to the boss

Subject: Warpath Hiring Mapper

Posted by NeoX on Wed, 07 May 2003 19:59:48 GMT

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Halo89 your never on msn we need to talk to you add me neoxmatrix@hotmail.com

Subject: Warpath Hiring Mapper

Posted by Halo38 on Thu, 08 May 2003 10:58:09 GMT

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NEOXMATRIXHalo89 your never on msn we need to talk to you add me neoxmatrix@hotmail.com

Thats because i'm Halo38

I'm at uni and don't have access to MSN or privalages to install it on this or any of their networked computers, (and can't get them)

I'll be on MSN when i come home for summer mid/end June until then e-mail/PM/or the forums is the only form of contact I have. Genocide knows this and has know it for a long time :rolleyes:

EDIT: who ever the new mapper is could you PM me so we can sort out whats going on