Subject: Help whanted for new mod team: Vehicle modelers and mappers
Posted by Infinint on Fri, 20 Jun 2003 04:19:31 GMT
View Forum Message <> Reply to Message

We need Vehicle modlers and and mappers for our new mod team we can also use people who will be abill to set up veicals to work and/or make the new bone structure for the walking mechs. We also require at lest one cosept artist to sit in on brain storming meeting and draw up pics of what some things might look like so we can model it. If your interested in joining please E-mail me at infinintmail@earthlink.net   for more information please go to http://www.renegademappers.tk then go to new mod info.

Subject: Help whanted for new mod team: Vehicle modelers and mappers
Posted by Sir Phoenixx on Fri, 20 Jun 2003 15:34:54 GMT
View Forum Message <> Reply to Message

So far you have 4 seperate "Help wanted..." threads on the same page. We get it, you really need help, but is it really that hard to ask for help in just one thread instead of spamming with several different threads until anyone replies?

Quote:Well Im A Career TS Map Maker, Ill Start To Learn Ren Soon
Is this the kind of people you're recruiting? Anyone who asks to join or says yes? Are you that desperate? Why would you hire someone who has no clue how to map for Renegade? Who's only experience at "mapping" is mapping for Tiberian Sun, which is not even close, at all to being similar to mapping for Renegade. I guess the "spam until anyone replies" worked huh?

Your mod would go alot farther if you only recruited those who could actually do what you're recruiting them for and are experienced in doing what they do, and not everyone who says yes.

(and it's "Scrin", and gdi never had the dune buggy)

Subject: Help whanted for new mod team: Vehicle modelers and mappers
Posted by Captkurt on Fri, 20 Jun 2003 17:34:25 GMT
View Forum Message <> Reply to Message

Sir PhoenixxSo far you have 4 seperate "Help wanted..." threads on the same page. We get it, you really need help, but is it really that hard to ask for help in just one thread instead of spamming with several different threads until anyone replies?

Quote:Well Im A Career TS Map Maker, Ill Start To Learn Ren Soon
Is this the kind of people you're recruiting? Anyone who asks to join or says yes? Are you that desperate? Why would you hire someone who has no clue how to map for Renegade? Who's only experience at "mapping" is mapping for Tiberian Sun, which is not even close, at all to being similar to mapping for Renegade. I guess the "spam until anyone replies" worked huh?

Your mod would go alot farther if you only recruited those who could actually do what you're

recruiting them for and are experienced in doing what they do, and not everyone who says yes.

(and it's "Scrin", and gdi never had the dune buggy)

Dito, Please stop spamming! it does nothing for me....

Subject: Help whanted for new mod team: Vehicle modelers and mappers
Posted by Infinint on Fri, 20 Jun 2003 19:41:10 GMT
View Forum Message <> Reply to Message

sorry just if you notice the older one gets the farther down on the page it gets then after a while
another add pops up above yours and you have to post a new one.
Also no im not desperat enough to let
"Well Im A Career TS Map Maker, Ill Start To Learn Ren Soon"
kinda people join.
and lucky for you i have all of the team members i need and will soon start putting it all together.

Subject: Help whanted for new mod team: Vehicle modelers and mappers
Posted by Captkurt on Fri, 20 Jun 2003 19:49:46 GMT
View Forum Message <> Reply to Message

Infinintsorry just if you notice the older one gets the farther down on the page it gets then after a
while another add pops up above yours and you have to post a new one.
Also no im not desperat enough to let
"Well Im A Career TS Map Maker, Ill Start To Learn Ren Soon"
kinda people join.
and lucky for you i have all of the team members i need and will soon start putting it all together.

Thats's just part of life dude, if anyone really cares, then they will bump, reply, or what ever, and
even you could prob. bump once or twice, before anyone would say anything to you about it. but
just to keep posting the same thing is what will get old real fast.

Subject: Help whanted for new mod team: Vehicle modelers and mappers
Posted by Sir Phoenixx on Fri, 20 Jun 2003 20:55:19 GMT
View Forum Message <> Reply to Message

Infinintsorry just if you notice the older one gets the farther down on the page it gets then after a
while another add pops up above yours and you have to post a new one.
Ok, so instead of just replying to the first thread to update or bump it, you spam 3 more threads?

InfinintAlso no im not desperat enough to let
"Well Im A Career TS Map Maker, Ill Start To Learn Ren Soon"
kinda people join.
and lucky for you i have all of the team members i need and will soon start putting it all together.

If you're not that desperate, why did you let someone who's only experience is with making tiberian sun maps (which have nothing to do with Renegade map making)?

Subject: Help whanted for new mod team: Vehicle modelers and mappers
Posted by Infinint on Sat, 21 Jun 2003 00:28:04 GMT
View Forum Message <> Reply to Message

iv seen that when some one replys to an add like that no more people come becuse thay think its already been taken

---

Subject: Help whanted for new mod team: Vehicle modelers and mappers
Posted by Captkurt on Sat, 21 Jun 2003 00:39:20 GMT
View Forum Message <> Reply to Message

Infinintiv seen that when some one replys to an add like that no more people come becuse thay think its already been taken

That's only in your mind, if they are interested, they will respond. Believe me.

Subject: Help whanted for new mod team: Vehicle modelers and mappers
Posted by Infinint on Sat, 21 Jun 2003 01:10:54 GMT
View Forum Message <> Reply to Message

hmmm well ok but when i post i cant add every thing in titel like if i whant s a eical modeler or consept artist

---