
Subject: pooling resorces
Posted by [dufis791](#) on Sun, 25 Jan 2004 15:10:38 GMT
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ok, from the original topic:
<http://www.renegadeforums.com/viewtopic.php?p=63485#63485>
apparently ACK is scared of this. all he did was lock the topic so noone could agree. how bout this: E-mail me at Dufis791@netscape.net if you agree, and if ACK gets to this topic first. lets not let him ruin us.

Subject: pooling resorces
Posted by [gendres](#) on Sun, 25 Jan 2004 15:33:00 GMT
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It's not gonna happen.

Subject: pooling resorces
Posted by [dufis791](#) on Sun, 25 Jan 2004 15:35:03 GMT
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and y not? what harm can it do? oh yea, over through ACKs regime of terror!!

Subject: pooling resorces
Posted by [gendres](#) on Sun, 25 Jan 2004 16:32:04 GMT
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It has been discussed many times before but it always ends in flames, spam, bumps, etc...

Subject: pooling resorces
Posted by [dufis791](#) on Sun, 25 Jan 2004 17:00:56 GMT
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yea, cause ACK gets in on it. I have already got one reply e-mail from someone, I wont release there email provider, but their s/n for it is "andrew.darke" aslong as ACK dont find this/lock it, we should be fine

Subject: pooling resorces
Posted by [OrcaPilot26](#) on Sun, 25 Jan 2004 19:32:40 GMT
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Theory 1

It's because people care more about getting their name in public, and making it seem like they're better than everyone else, this goes for many people in the community, everyone else is just crappy at modding.

Theory 2

The community is just....stupid, it's a bunch of 12 year-olds who try to make mods and realize it takes work, then they quit. A team of them doing anything has a life expectancy of about 11 minutes

Subject: pooling resorces

Posted by [dufis791](#) on Sun, 25 Jan 2004 19:57:39 GMT

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thats y this should be done.....credit should be given.....this will require honesty.

basically its just using the GPL (GNU Public Licence)

credit is given, and its free. the more in on this, the better maps that can result

Subject: pooling resorces

Posted by [Dante](#) on Mon, 26 Jan 2004 20:00:08 GMT

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this topic has been unlocked by me, there doesn't seem to be anything offensive, etc... in this topic.

If you guys want to talk about a mod, no problem, but lay off the moderator flaming, as that is an offensible problem.

This all sounds like a half way decent idea, but you guys really need to do more modding then talking, that happens a lot, people say "i want to do this mod with all this kewl stuff", they disappear for a month, then come back and say they canceled it, or something.

Good luck, and keep those modding thoughts going, just don't forget to actually mod.

Subject: pooling resorces

Posted by [dufis791](#) on Mon, 26 Jan 2004 22:56:56 GMT

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thanx.....yea, im just proposing this idea.
as i dont have alot of time to mod (hate school, lol)

was working on a mod, still plan to, but it must wait till this summer

bout the mod flaming.....the thing bout that is ACK seems to flame others....constantly. couldn't he just help ppl instead of saying that they're stupid for not knowing?

neway w/e....

thanx alot though dante

Subject: pooling resorces

Posted by [TheSkarekrow](#) on Mon, 26 Jan 2004 23:45:52 GMT

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ACK does do criticise a lot, I will admit. But he is a very good mapper and deserves respect. But I would definately be on the side of asking him to try being either more helpful, or less active on some posts from noob mappers.

I mean come on ACK, even you had to start at some point, right? No body just downloads a program and knows it all just like that. And even if you found out by not asking help, working with Westwood, and from your own trial and error, no body criticises you for learning your own way.

So let people learn theirs. If you think it's n00bish or whatever, don't insult them because of it. If anything, give them a good comment to get them started.

After all, any mapper that maps for credit is a failure. A mapper who maps for their own personal pleasure, credit or not, successful or not, is a good mapper.

It isn't the quantity of your good maps, it's your effort and thoughts put into a map. Sure, you have a hell of a lot of really nicely made maps, Aircraftkiller, but I'm sure you would have a mental if somebody stole something out of it.

It's you're property, don't get me wrong, but it isn't anything to put others down over. I've helped people with models and maps and sometimes I don't get credited. And then I laugh about how people think it's so good, and that he's such a good mapper, and I feel great because I did it, credit or not.

By the time we're all 30, no body will remember anyone, so just make maps and be happy and play them on servers and THINK to yourself about how successful your map became, and don't BRAG about how you made the map and how successful it became.

I don't know about you guys, but credit seems to be making this earth just another rock in space to me.

Subject: pooling resorces

Posted by [OrcaPilot26](#) on Tue, 27 Jan 2004 01:32:06 GMT

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I just don't understand ACK. It looks as if he always criticises people, and often goes over the top on bad criticism. He's obsessed with getting credit for everything he made and owns. Yet, if you atually talk to him for a little while (or read his weblog) you'd find he's not really as much of a pain in the butt as he appears to be, doesn't make much sense to me, he's just a weird guy.

Now back on topic.... If anyone is willing to somehow organize the community to work together, please step forward.

Subject: pooling resorces
Posted by [Cpo64](#) on Tue, 27 Jan 2004 02:25:06 GMT
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Im onboard for working together,

Subject: pooling resorces
Posted by [Deafwasp](#) on Tue, 27 Jan 2004 04:09:39 GMT
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There is a sort of pooling of resources going on that isn't really public knowledge yet. OrcaPilot knows what I am talking about

slaps self SHUT UP!

Subject: pooling resorces
Posted by [Aircraftkiller](#) on Tue, 27 Jan 2004 04:40:29 GMT
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You can "pool resources" all you want, the problem lies with YOU, not the resources.

YOU don't do anything for Renegade. YOU whine and complain. YOU don't produce anything.

If there's ANYONE to blame for this game's so-called "demise," it's this community as a whole.

Subject: pooling resorces
Posted by [Crimson](#) on Tue, 27 Jan 2004 06:25:35 GMT
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Please stop locking this topic.

Subject: pooling resorces
Posted by [Cpo64](#) on Tue, 27 Jan 2004 07:19:17 GMT
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/me wonders who the "you" is that Ack is refering too...

Subject: pooling resorces

Posted by [Aircraftkiller](#) on Tue, 27 Jan 2004 08:50:59 GMT

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It's locked because this is obviously nothing more than a complaint-fest in feigned disguise.

"lets blame someone else for our problems so we don't have to do anything!"

"YEAH! IT'S ALL HIS FAULT!"

"YEAH!"

Subject: pooling resorces

Posted by [exnyte](#) on Tue, 27 Jan 2004 08:53:41 GMT

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It's not all his fault... It's mine! I haven't learned how, so I blame me. I have some creative ideas sometimes... Blame me!

Subject: pooling resorces

Posted by [Sir Phoenixx](#) on Tue, 27 Jan 2004 13:37:41 GMT

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If this was a mod that this was about, than getting a team to create it is great, but just a single fucking map? That's the same thing as asking in a thread to get a team together to create a single model, or a single skin, or a cursor, it's fucking stupid. These things are supposed to be created by a single person, not having one person model the terrain, than someone else apply the texture, than someone else adding buildings, etc. that's like having someone model the turret, than someone model the treads, than someone model the body, etc. of a vehicle model.

Subject: pooling resorces

Posted by [OrcaPilot26](#) on Tue, 27 Jan 2004 15:49:06 GMT

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How is that different from having one person make a vehicle model, another one texture it, and another one bone it?

I think a big factor on the community's ability to make quality work has to do with the amount of public knowledge about modding Renegade. There's only a few good tutorials scatterd throughout various websites, and not really any central "from start to finish" map/model ect. making tutorial that covers all aspects in the involved processes, I see very few people who can make near-WS quality maps, I think it's because they had to teach themselves and don't know the best ways to make maps.

Subject: pooling resorces

Posted by [xpontius](#) on Tue, 27 Jan 2004 17:22:55 GMT

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Quote:You can "pool resources" all you want, the problem lies with YOU, not the resources

Tutorials at Dantes ModX including RenHelp & Renegade Mod FAQ
General Havoc's Tutorial Collection

Easy Terrain by Genocide

Alpha-Blending by Killer Bee

Using the Boolean Tool by Captkurt

Texturing your map by Captkurt

Stealth Zones by General Havoc

Flag Tutorial by General Havoc

Teleport Tutorial by General Havoc

Working Teleporters by General Havoc

Creating Basic Terrain by SomeRhino

Animated Computer Screens by StoneRook

Vehicle Boning by BrainSpitter

Making a MIX Format Map by CaptKurt

How To Use Text Cinematics by Dante

Renegade Modding FAQ by General Havoc & Stonerook

LevelEdit Commands by Captkurt

Creating Water by Captkurt

Mesh Smoothing by Genocide

Aggregates and Emitters by Bumpaneer

Tank Tutorial by Killakanz

Boolean Tutorial Video by Havoc89

Ingrownlip's Tutorials Collection

Proxy Bone Tutorial by StoneRook

Shadow Projection Tutorial by StoneRook

Animated Computer Screens Tutorial by StoneRook

Damage Aggregates with Parent/Child by StoneRook

GLB Plugin for 3DSMax Tutorial by Michael Little

Dedicated VIS tutorial for the Dedicated by YSLMuffins

There are some useful (SOME) tutorials here such as vis and how to make .mix. They are perfect examples of tutorials that are specific and to the point. Unfortunately, some of the elites in mapping however angry they get at us for asking questions about mapping fail to realize that there are huge gaps in the process of starting more than a basic map. I must say most of these tutorials, along with cnc den and then hq arent adequate enough once we pass the basic map

understanding into more advanced skills. Kinda like going from 6th to 10th grade.

edit-I know there are more sites on mapping, but they prove vague or repetitive as well.

Subject: pooling resorces

Posted by [Cpo64](#) on Tue, 27 Jan 2004 17:38:19 GMT

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How is having a team for one map a bad idea?

Say the map has new buildings, new vehicles, new weapons, and new characters. Would it still be a bad idea to have a team work on it? Maps are more then just the terrain...

Unlike a skin, or a cursor where there is only one part, a map has many parts. Haveing people working on individual parts does not seem like a problem to me.

Subject: pooling resorces

Posted by [Aircraftkiller](#) on Tue, 27 Jan 2004 19:33:03 GMT

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Ah, so what you want is for people to hold your hand and walk you everywhere like a two year old child? How about we spoon feed you, too? You need to do MOST of it on your own, that's why the tutorials are made, so you can help yourself, not have someone babying you over it.

For your sake, I sincerely hope that you don't have this mentality in real life.

Subject: pooling resorces

Posted by [Sir Phoenixx](#) on Tue, 27 Jan 2004 21:47:05 GMT

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Cpo64Say the map has new buildings, new vehicles, new weapons, and new characters.

Yes, that's called a mod! Change enough of those and it's called a total conversion!

Subject: pooling resorces

Posted by [dufis791](#) on Tue, 27 Jan 2004 22:58:52 GMT

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no one was blaming anyone. now, if ppl where good at one thing, combined w/ others good at other things, then that would work. get good at one thing, and help the comunity with that one thing. and others do the same. then ppl can put that together in their maps, with some things of their own. dont hide your modles, SHARE them! i know i would, but i suck at making modles,

and my maps are soso.

Subject: pooling resorces

Posted by [Titan1x77](#) on Tue, 27 Jan 2004 23:04:00 GMT

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Theres nothing stopping anyone from pooling resources.

You guys want to get a team together for a map,Just PM who you want or post up that your looking for help...if someone leaves a negative post,just ignore it,it's only bumping your post up to the top anyway...If it gets locked then it's another story.

Im involved with a few mod teams and have my own projects,So im not down to take on anymore....besides for the most part im not going to be mapping for reengade anymore.

But im willing to share whatever I have created with anyone...Just PM me.

Subject: pooling resorces

Posted by [Deafwasp](#) on Tue, 27 Jan 2004 23:10:44 GMT

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Cept maybe Acks will..

Subject: pooling resorces

Posted by [Cpo64](#) on Thu, 29 Jan 2004 00:37:11 GMT

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AircraftkillerAh, so what you want is for people to hold your hand and walk you everywhere like a two year old child? How about we spoon feed you, too? You need to do MOST of it on your own, that's why the tutorials are made, so you can help yourself, not have someone babying you over it.

For your sake, I sincerely hope that you don't have this mentality in real life.

The experience of development can be more enjoyable with mature collaboration.

No one said anything about spoon-feeding; we are talking about equal partnership to create a quality product.

Subject: pooling resorces

Posted by [SuperFlyingEngi](#) on Thu, 29 Jan 2004 00:40:58 GMT

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But getting help making mods is apparently the same thing as cheating...

EDIT: Oops, clicked the Submit button too early, I meant to add that the community working together to make several large, well-crafted mods with lots of ideas is better than having lots of tiny sucky mods running around that no one likes.

Subject: pooling resources

Posted by [Aircraftkiller](#) on Thu, 29 Jan 2004 01:32:12 GMT

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That's what a "mod team" is for.

Subject: pooling resources

Posted by [SuperFlyingEngi](#) on Thu, 29 Jan 2004 01:41:28 GMT

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I guess at this point I'm just interested to know exactly what separates a bunch of people collaborating together to make a better mod and a so-called "mod team" different from each other?

Don't they both consist of people working together for the common good?

Or is it just not official enough?

Sadly, [or not so sadly] the Renegade mod scene is not the same as the real world, in that there is not money floating around. When money is not involved, things can be a lot more laid back and un-official.

Subject: pooling resources

Posted by [Cpo64](#) on Thu, 29 Jan 2004 02:01:22 GMT

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AircraftkillerThat's what a "mod team" is for.

Not quite, the term "Mod Team" leads one to believe that it would be creating a full fledged mod, like Renegade Alert or Reborn, who completely modify the game, following a different storyline, etc. All this group would be doing is taking Renegade, and adding things that were not shipped with the game.

Lets say someone wanted to make a Nod Air base where all the Vehicles are built and shipped off to the war zones.

One person could do it, but it would be simpler in design, and probably take a while to make. Now if one person did the terrain, another did the Construction complexes and other buildings, another to do stuff like animation, extra characters vehicles and skins. Not only would it be much more

complex in appearance, but it would get done faster, (assuming the team worked well together.)

The goals of these teams would not be to make something shiny and new never before seen by human eyes, but to add to the game, making it more robust and introducing new styles of play.

Subject: pooling resorces

Posted by [SuperFlyingEngi](#) on Thu, 29 Jan 2004 02:07:44 GMT

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...which in turn would help Renegade stay alive longer by adding fresh new content to keep people interested.

Now, alone, perhaps none of these people would want to take up this project. But, in the hypothetical end, they create a succesful mod and everyone is happy. All because of their sissy baby technique of splitting up the workload. All because of teamwork.

Subject: pooling resorces

Posted by [Sir Phoenixx](#) on Thu, 29 Jan 2004 02:37:17 GMT

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Quote:But, in the hypothetical end, they create a succesful mod and everyone is happy.Quote:But getting help making mods is apparently the same thing as cheating...

EDIT: Oops, clicked the Submit button too early, I meant to add that the communtiy working together to make several large, well-crafted mods with lots of ideas is better than having lots of tiny sucky mods running around that no one likes.Quote:I guess at this point I'm just interested to know exactly what seperates a bunch of people collaborating together to make a better mod and a so-called "mod team" different from each other?

They're not talking about making a mod, this is about them trying to get a team to create a SINGLE map, you don't need a team of people to create a single map.

Subject: pooling resorces

Posted by [SuperFlyingEngi](#) on Thu, 29 Jan 2004 02:46:16 GMT

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I got the impression that they were going to put new content into the map, hence, mod. However, last I checked, there wasn't a law against a team of people making a single map. I, for instance, can't skin to save my life, but I could mkae something half-decent. A team of people like that with diversified talents could make a map in no time at all. Of course, if you want to make a map yourself, then by all means do so. But don't condemn other people because they don't.

EDIT: My internet filter went haywire, had to edit to make post readable, please pardon any dashes in the middle of words.

EDIT: Stupid internet thing...pardon poor spelling, it was necessary.

Subject: pooling resorces

Posted by [Cpo64](#) on Thu, 29 Jan 2004 02:49:47 GMT

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Sir Phoenixxyou don't need a team of people to create a single map.

Your absolutly correct, you don't need a team of people to create a single map, but to create more complex maps, it would spead up the process, and with a good team create a better looking/playing map.

Subject: pooling resorces

Posted by [Aircraftkiller](#) on Thu, 29 Jan 2004 03:17:43 GMT

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Sure it will!

And if you believe that, I have an acre of beachfront property to sell you. It's just outside of Flagstaff, Arizona...

Subject: pooling resorces

Posted by [SuperFlyingEngi](#) on Thu, 29 Jan 2004 03:32:22 GMT

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Well, if Cpo64's statement wasn't obvious enough, let me try and make it simpler...

Timmy is building himself a potato gun. He has three main parts he needs to finish. First, he needs to cut the pipes down to size and glue them together. Second, he needs to file an edge on one of the pipes so the potatoe will be cut into an airtight plug when it is shoved down the barrel. Thirdly, he needs to drill a hole in an end cap and attach a sparker. Timmy has two friends who would gladly help him build his potatoe gun. Should he:

A) Blow off his friends and make all the parts himself, wasting his whole afternoon so he can say that he did the whole thing himself and not have to share credit with anyone.

-OR-

B) Let his friends help him, and each of them does one task, so they build the cannon very quickly and get to shoot potatoes all afternoon, and inspire cooperation elsewhere in the neighbourhood, and eventually the whole neighbourhood gets together and builds an enormous tree house that takes up four trees and has six seperate rooms.

Now, lets think about which option looks more appealing....

If you can't get this.....wow.....

Subject: pooling resorces

Posted by [Fabian](#) on Thu, 29 Jan 2004 03:35:58 GMT

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Sarcasm: The lowest form of humor.

Anyway, teams work great when everyone has something to contribute that is DIFFERENT from the other members. If you have a group of mediocre mappers, you will get a mediocre map. But if you have an awesome modeler (but a bad texturer), and an awesome texturer (but a bad modeler), they are more likely to produce something of quality together than by themselves.

Subject: pooling resorces

Posted by [Cpo64](#) on Thu, 29 Jan 2004 04:09:29 GMT

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So far I have seen three sides to this argument...

One side says its a good idea worth a try, besides, what can go wrong, other then a map not get made? How does that impact anyone? Even if a crap map is made, who cares? Look at how many crap maps there already is!

Another is simply sitting on the fence. There probaly is a few reasons for this but none of those are important.

The final side, beleves that this should not be done. This side, I beleve to be loseing, all they can do is insult, and try to counter the very solid points being made. You have failed, back off, and let us try. If we fail, then you can laugh at us all you want, (not like I will care,) and if we succed in making a good map, then all the better for the community right?

Subject: pooling resorces

Posted by [Infinint](#) on Thu, 29 Jan 2004 04:16:10 GMT

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I think doing this is a great idea. Creating a community within a community with one specific goal, to make a map for renegade. Here are some of the advantages:

More people equals better ideas.

More people to test it and find bugs and give ideas to make it better.

The amount of time the map takes to be completed is lowered.

Just to name a few. Also there is very few disadvantages:

In the rare case, as recruiting would be selective, the team cant work together creating a piece of crap or nothing at all.

I for one, have already tried to do this but as my whole team (if you could call it that) was still in the n00bie stage of mapping and modeling so nothing happened. Now me and case 9 are interested in starting this idea up again. If you are interested please e-mail me and infinint@gamerz-console.com

Also I think that the community should instead be supportive and less negative toward other projects instead of the now "Mines better then yours" concept which always leads to a bad dead end.

EDIT: REPLY TO CPO64: I belive that we should give it a try, I for one do not understand whats so wroung about this idea that it has to be counterd so brutally. In a shrinking community of a dieing game, its worth the try.

Subject: pooling resorces

Posted by [SuperFlyingEngi](#) on Thu, 29 Jan 2004 04:29:09 GMT

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As you said, the only real problem with big teams working on maps is people actually doing things. I for one don't think the people who started this topic off are capable of much of anything. [But it would make me happy if you proved me wrong] PLEASE NOTE anyone who was arguing against me earlier that I was not debating whether or not the people who started this topic could make a good map by being a team. I do not believe this. I was arguing that experienced people working together would make a good map, nothing more. Back to the topic of people producing nothing - what a good map/mod/call-it-what-you-will team needs is one or two experienced mappers/modders/call-them-what-you-will and then a work team of 3-5 less experienced people who could contribute ideas and then work on them with techniques they pick up from others. The only thing everyone needs is a strong work ethic - without that they are nothing. I'd be willing to do a bit of mapping for said future team if I ever get the Renegade Public Tools to install right, but I think that's a spyware problem that's corrupting my downloads...

Subject: pooling resorces

Posted by [SomeRhino](#) on Thu, 29 Jan 2004 04:52:32 GMT

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In my opinion, I think that doing a map with other people would be counter-productive. You would only be able to work on it when the other folks weren't. You would most likely disagree on a variety of things. Levels are one of, if not the most artistic peice of mod development. People have different ideas on how things should look, and prefer certain aspects over other ones. For example, I tend to prefer clear night and sunset settings for my maps, while Aircraftkiller seems to delight in cloudy/foggy and midday settings (correct me if I'm wrong, ACK, but that's what I've determined from the maps you've made.) Aircraftkiller and I probably would not be able to agree on a setting if we did this sort of "group map" thing.

Also, there is a level of motivation that comes with doing your own work. When others are taking part in the same work, you can shrug poor map qualities onto the other members. It's sort of the same reason why central planning doesn't work, I suppose.

That's what I think, at least. They might be personal problems with me though, because I have never been able to work well with large or even small development teams.

Subject: pooling resorces
Posted by [Aircraftkiller](#) on Thu, 29 Jan 2004 05:51:55 GMT
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It all depends on the theme - I like afternoon because it showcases the work I made.

Sometimes I like night time... Sometimes morning, sometimes rainy with fog... It all depends.

Subject: pooling resorces
Posted by [dufis791](#) on Sat, 31 Jan 2004 17:37:03 GMT
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hey! some kindish words from ACK! THANK!

ok, Im glad to see all the suport this idea has been getting. the future is looking good. the hinder thing shouldnt matter. lets say some one is really good at making buildings, one at terrain, another at skinning, another at moddling veicals. they should contribute their moddles to the community. heck, and if you want credit, (on vehicles for example) put your name or something on the side (make it look like a company name or something) and call it a day. and hopefully some honest ppl will put your name in the readme. for one thing, I know i will put contributions in the readme, neer the top, as those are the most important things.

speaking of which, I could use some veical mods for a map I am making. I havent had time lately (STUPID SCHOOL!), but contributions now, while the project is temporaraly suspended, would move this along faster. if yall want to contribute, you can PM, E-mail, or IM me about it. any help would be much apreciated. if yall want, I could even get a few scrnshots for ya.

Subject: pooling resorces
Posted by [dufis791](#) on Sun, 01 Feb 2004 17:55:27 GMT
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any takers on the above?

I promis the map (when finnished) will be available to edit for future maps (if desired). the readme file will include rules for changing it.
