
Subject: Don't want your work imported? Just say so here
Posted by [Anonymous](#) on Tue, 04 Feb 2003 10:24:00 GMT

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quote:Originally posted by PiMuRho: Surely it's in the best interests of the modding community to share information? I'm not suggesting that everyone gives out the gmax files for their maps, but certain buildings/features that could enhance other people's maps especially if they're C&C-themed would benefit other mapmakers, and increase the longevity of the game. I agree, people have to learn for themselves, but a nice library of premade objects for maps would certainly help people make better-looking levels. I've already given out premade objects... The official Helicopter Pads, the Tiberium crystals I modeled after the ones in TD, the Hand of Nod from SP with all its aggregate bones and such in place, etc... I give out small things. Larger things are not beneficial to people, they're more of a crutch to prevent them from actually learning. Instead of giving them larger models, give them the information necessary to create them on their own. That's why when DeafWasp asked me how I made construction cones, barricades, and other objects, I told him they were just simple objects with a texture and material setting. Nothing special, but they look like it.
