
Subject: Re: It's My Birthday, But I Got A Present For You.....DM_To
Posted by [Halo38](#) on Mon, 14 Apr 2003 23:06:20 GMT

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DanteHalo38*Brings out the Beers and hands them out*

Time for a bit of teleporter madness using the custom scripts.dll written by Dante & Jon Wil. I still have to code the 36 teleporters

got a few texture errors to fix. and setting up the temps all characters will be worth 1 point for a death and 0.010 for damage, have 100 health/armour and carry a standard weapon. (standard soilder stats basically) random weapon pick up will be via the teamed and unteamed weapon spawner pedestals i have created (see pics). will also include my own character temps as seen in Temple_DM.

<http://www.n00bstories.com/image.fetch.php?id=1654214916>

<http://www.n00bstories.com/image.fetch.php?id=2131861459>

<http://www.n00bstories.com/image.fetch.php?id=1453811473>

<http://www.n00bstories.com/image.fetch.php?id=2126098128>

<http://www.n00bstories.com/image.fetch.php?id=1929212142>

<http://www.n00bstories.com/image.fetch.php?id=1431844242>

happy birthday hoss...

map looks good, and if you have ever been in a city... (damn hicks) there are alot of buildings that look similar in windows/framework... so the repetitive texture thing is assinine, unless you want to fly to LA and tell all the architects to stop using that blue glass motif with there building exteriors....

hoss, i hope = boss

Yes you do have a point but i'll look for at least one more texture to break it up a bit (if i got time), cheers for input
