Subject: Re: The Tiberios Website (aka flame on!)
Posted by JRPereira on Fri, 06 Jan 2006 01:35:48 GMT
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Ok, I think I'm ready to start taking some submissions for map pages. They're not meant to be full-on websites, just a page with some info, a few screenshots (preferably your four best screenshots, at full size (jpg or png only), download links, and links to whatever websites or forums your map has.

The pages are going to end up looking simmilar to the ones I've put up for my maps, but they'll be under a seperate section that says something like "More Renegade maps" or simmilar.

For your submissions, please e-mail justin@unleashed.ws, and include "Tiberios Map Submission" in the headline.

Now here is the sucky part - The maps need to be good (I know that my maps aren't that good, but the site was originally designed to be a graveyard to show the history of my maps) - so please submit only release versions or your latest public/stable beta. I'm probably not going to accept a map if it's missing some basic elements (i.e. structures (unless it's a dm map anyways), spawns, various other things).

Please make sure that your documentation is accurate and spellchecked. I don't want to have to do a lot of extra writing in order to place your map on the site.

A zip that contains the map zip (including the .mix and readme), a text file for what you want on the page, and a few original size screenshots (jpg or png only) is what I'm looking for, as that'll make it easier for me to get everything on the site.

If I get a lot of submissions, I'm probably going to end up putting the better ones up first, and then try to find time for others later. I've had a busy week and my weekend looks pretty crowded too.