Posted by danpaul88 on Tue, 13 Jan 2009 09:23:13 GMT
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Before anyone jumps in with the usual 'zomg bbq wtf!!!1!!!1!11!! send it in a pm' type comments, I am posting this here instead of sending a PM because the responses may be relevant to others besides myself.

"Gozy"When you post a new topic here, it will need to be approved by a moderator.

Some things to think about:
* only post releases of Renegade related modifications here
* add a category between "[ ]" in the title. Example: [Texture]GDI soldier as clown
* make sure the title clearly states what you release, so it's easy to find what you're looking for in the release forum
* attach your release to your forum post. This is very important as it's the only way to make sure that in a couple of months/years, your download still exists
* announcing you work on something you will release is not the same as a release. These announcements do not belong here, unless you have a beta version attached.
* If possible, please include screenshots of the release, this applies more so to texture releases.
* A description or copy of the readme.txt file would be helpful if the release needs one. For example a SSGM Plug-in.
* Obviously this forum doesn't support cheats, so don't even think about talking about them here, let alone releasing them. This is a fast track path to bansville.
Highlighting added by me for reference below

Just read these on the Mod Release forum area, and wondered if you would clarify a few points.

Firstly, in regards to the rule about attaching the release to the post (highlighted in red), does this preclude posting releases of files which are too large to be attached to a forum post? I note that the maximum file size for attachments is 1mb, and you can attach at most 10 files to a post, so even splitting a file into a multipart zip or rar archive still limits you to files which compress to 10mb or less. If a release cannot reasonably fit within these size limitations is it permissable to link to an off site download?

Secondly, in regards to the rule about not supporting cheats (highlighted in blue), what is the definition of cheats being used in that rule? I ask this because some people (myself included, but that's another topic) consider the use of HUD modifications which show additional information such as building health on the HUD to be cheats and others do not. For the purposes of this rule would those sorts of modifications be considered cheats?

In closing, thanks again to Crimson and yourself for providing that useful forum area, let's just hope it is used as intended and does not become yet another place where people simply flame each other for no apparent reason.

PS: Also, you have capitalised the first letters of some rules and not others. Might want to make that more consistent.

PPS: Also, before anyone asks (which, knowing what this forum is like, they probably would), I posted this in General Discussion because it is not information about a mod or a release of a mod and therefore does not belong in either the Mod or Mod Release forum areas. And yes, I am paranoid about people on this forum asking silly questions and try to cover them all before they get asked