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Subject: Re: Game-Maps.NET V2!

Posted by [Genesis2001](#) on Fri, 28 Aug 2009 18:56:03 GMT

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a000clown wrote on Wed, 26 August 2009 23:53 The top banner looks very out of place, doesn't flow with the design at all.

If you're dead set on using it though, I'd recommend an image with transparency (such as .png) instead of a color gradient to try and make it fit in better.

I'd also prefer to see it use a fluid width that uses a percentage of my window instead of a fixed 834px that wastes space on larger monitors and would probably fuck up mobile screens.

I think the update is ok but the old was better due what I mentioned above. I'm sure the new boxes in the header will be very handy though.

Adding to this:

Avoid using tables for layouts and paFailDB

Tables just get messy to work with when you're trying to edit a skin and paFailDB is exactly as I have spelt it. The way you use it doesn't look good, just looks like you shifted things around from the old version to this version using a different skin.

Now, a suggestion if I were in your shoes, I'd use MP-Gaming's IPB copy (assuming it gets updated to IPB3) and use the new IP.Downloads module (or a free one whichever floats your boat) and have the files stored there and centralize things. You can still pull the data to your main site. (See [cnc-source.com](#) for an example of what I mean by pulling the files from the forums to your site.)

Also IPB/3 has a cool api you can use.

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