
Subject: Re: [TUT] Mapping Tutorial Series
Posted by [Aircraftkiller](#) on Sat, 14 Jan 2012 00:26:10 GMT
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So you're suggesting that you should remake the wheel because someone made a wheel long before you came into being. This community doesn't need more "basic tutorials" for creating Renegade levels. There are at least 10 of them out there, one of which I made back in 2002. I appreciate the effort that you're putting into this, but my only misgiving with it is that you're creating tutorials for a mod scene that is essentially dead, save for a few people who continue working on this antiquated engine.

Your effort would be better spent showing people how to create terrain features, rather than showing them how to click buttons.
