Subject: Dead 6 Mod
Posted by cowmisfit on Sun, 02 May 2004 12:27:02 GMT
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Hey, is the dead 6 modification for hl2 need any mappers??? Ill map, im very very good at mapping on CS, i think i could do hl as well seeing how its the same program.

Subject: Dead 6 Mod
Posted by IRON FART on Sun, 02 May 2004 23:43:45 GMT
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Half-Life (one) is a very old game. The modding/mapping techniques between that and HL2 have undoubtedly changed. So a HL1 modder wouldn't be that useful for HL2.

However modeling or producing sounds would. Just learn to map on HL2 or use your modeling skills if you want to be on the team to help out.

Subject: Dead 6 Mod
Posted by Try_lee on Mon, 03 May 2004 01:02:01 GMT
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http://www.dead6.net

Subject: Dead 6 Mod
Posted by PiMuRho on Mon, 03 May 2004 06:18:50 GMT
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IRON-FARTHalf-Life (one) is a very old game. The modding/mapping techniques between that and HL2 have undoubtedly changed. So a HL1 modder wouldn't be that useful for HL2.

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Actually, it just uses an evolution of the same editor (Hammer), so a HL mapper could pick it up very quickly. THe biggest changes are the use of displacement maps, the new material system and the integrated I/O system, but it's nothing a competent mapper wouldn't be able to pick up quickly.

Subject: Dead 6 Mod
Posted by cowmisfit on Mon, 03 May 2004 10:51:50 GMT
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lol yea what he said I really want to help, its both of my favorite game series crashing into one