Subject: If you have written a RenHelp Tutorial Posted by Oblivion165 on Wed, 25 Jan 2006 23:40:57 GMT View Forum Message <> Reply to Message

(Deals with Off-Site linking)

I know this doesnt seem like a thread worthy deal, but ill keep your responses on record incase this situation comes around again.

If you have written a RenHelp tutorial then post your responce here:

http://forum.laeubi-soft.de/thread.php?threadid=703&sid= bb76880581404e6002fce43c4bd9e6c8

Or on this thread.

Subject: Re: If you have written a RenHelp Tutorial Posted by bisen11 on Wed, 25 Jan 2006 23:43:39 GMT View Forum Message <> Reply to Message

Sooo.... Where's the tutorial?

Subject: Re: If you have written a RenHelp Tutorial Posted by Oblivion165 on Wed, 25 Jan 2006 23:45:13 GMT View Forum Message <> Reply to Message

dude#1 wrote on Wed, 25 January 2006 18:43Sooo.... Where's the tutorial?

Actually try reading the subject at hand.

Subject: Re: If you have written a RenHelp Tutorial Posted by bisen11 on Wed, 25 Jan 2006 23:46:34 GMT View Forum Message <> Reply to Message

Then my responce to what? You making a tutorial? Well then I'd say good for you

Subject: Re: If you have written a RenHelp Tutorial Posted by Oblivion165 on Wed, 25 Jan 2006 23:48:42 GMT View Forum Message <> Reply to Message

dude#1 wrote on Wed, 25 January 2006 18:46Then my responce to what? You making a tutorial?

Well then I'd say good for you

Again, try reading the subject. It has nothing to do with a tutorial im writting, it deals with all the tutorials in our database.

Subject: Re: If you have written a RenHelp Tutorial Posted by bisen11 on Wed, 25 Jan 2006 23:53:50 GMT View Forum Message <> Reply to Message

Well, i currently have no tutorials. May possibly make a troop drop one in the future but i don't know if people would really care.

Subject: Re: If you have written a RenHelp Tutorial Posted by Oblivion165 on Thu, 26 Jan 2006 00:00:08 GMT View Forum Message <> Reply to Message

I would like to read it, make all you can, we would like every thing you guys can do to be written down.

Subject: Re: If you have written a RenHelp Tutorial Posted by icedog90 on Thu, 26 Jan 2006 02:08:54 GMT View Forum Message <> Reply to Message

I've written a tutorial before, but I never asked Laeubi to put it on RenHelp.

Subject: Re: If you have written a RenHelp Tutorial Posted by Oblivion165 on Thu, 26 Jan 2006 10:31:34 GMT View Forum Message <> Reply to Message

icedog90 wrote on Wed, 25 January 2006 21:08I've written a tutorial before, but I never asked Laeubi to put it on RenHelp.

You guys have to up these things. One day you might be gone for good, and then we wont know how to do these things.

Subject: Re: If you have written a RenHelp Tutorial Posted by Naamloos on Thu, 26 Jan 2006 12:12:57 GMT View Forum Message <> Reply to Message

dude#1 wrote on Thu, 26 January 2006 00:53Well, i currently have no tutorials. May possibly

make a troop drop one in the future but i don't know if people would really care.

It would be usefull. To me atleast, anyway, since I'm working on an assault mode renegade map, and know very little about renegade scripting and stuff.

Subject: Re: If you have written a RenHelp Tutorial Posted by PaRaDoX on Thu, 26 Jan 2006 12:35:43 GMT View Forum Message <> Reply to Message

well i have made a few, mostly for beginners though

http://renegadehelp.3.forumer.com/index.php?s=eaff29cd4bee5e b29ab28fb52286acf9&c=5

im working on a new site atm so that one may go down so you can visit it at RenegadeHelp

Subject: Re: If you have written a RenHelp Tutorial Posted by Oblivion165 on Fri, 27 Jan 2006 00:14:19 GMT View Forum Message <> Reply to Message

Hmm, nobody is still around?

Subject: Re: If you have written a RenHelp Tutorial Posted by icedog90 on Fri, 27 Jan 2006 00:35:40 GMT View Forum Message <> Reply to Message

I think I'll write several tutorials on some tricks I know to make your level look better.

Subject: Re: If you have written a RenHelp Tutorial Posted by Dante on Fri, 27 Jan 2006 06:39:34 GMT View Forum Message <> Reply to Message

sure, go for it