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Subject: TS DMmap idea

Posted by [Anonymous](#) on Sun, 12 Jan 2003 17:36:00 GMT

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Hey all, I was thinking maybe some map maker could make a DM map where you fight inside the scrinn ship (the one in TS where you had to protect it). Maybe you can get the textures from that alien ship in Renegade.

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Subject: TS DMmap idea

Posted by [Anonymous](#) on Sun, 12 Jan 2003 17:47:00 GMT

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Hey does anyone know if you have to use bones to make your building work and if so how do you do it (tutorials?) Thx

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Subject: TS DMmap idea

Posted by [Anonymous](#) on Sun, 12 Jan 2003 17:59:00 GMT

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Please help I'm trying to finish my power plant that I posted earlier

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Subject: TS DMmap idea

Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:09:00 GMT

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or maybe a CTF map

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Subject: TS DMmap idea

Posted by [Anonymous](#) on Sun, 12 Jan 2003 18:19:00 GMT

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I am making a map like this now. Please no one steals this idea.

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Subject: TS DMmap idea

Posted by [Anonymous](#) on Sun, 12 Jan 2003 19:37:00 GMT

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I have no idea how. Doesn't it say how in the mod tools? I haven't been that intrested in making buildings. Now if you could see the (what do you call it? mesh?) from both sides, then I would reconciter.

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Subject: TS DMmap idea

Posted by [Anonymous](#) on Sun, 12 Jan 2003 20:06:00 GMT

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Ok hope it's good.

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Subject: TS DMmap idea

Posted by [Anonymous](#) on Sun, 12 Jan 2003 20:08:00 GMT

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yep.

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Subject: TS DMmap idea

Posted by [Anonymous](#) on Sun, 12 Jan 2003 21:23:00 GMT

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It depends on what you're doing. Westwood did interiors through the use of proxie bones and aggregates. You don't have to go that route if you're not getting too fancy. Bones are really just needed if you're animating parts of the building. If you're not doing animations you don't need them.

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Subject: TS DMmap idea

Posted by [Anonymous](#) on Mon, 13 Jan 2003 01:20:00 GMT

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The only bones in buidlings are for lights, doors, damage triggers and other things like that.

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Subject: TS DMmap idea

Posted by [Anonymous](#) on Mon, 13 Jan 2003 12:09:00 GMT

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Thx Man

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