
Subject: Game-Maps.NET Staff Recruitment
Posted by [IronWarrior](#) on Sun, 08 Feb 2009 21:31:01 GMT
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<http://ren.game-maps.net/>

Do you have the game Command & Conquer Renegade and are interested in becoming a staff member on Game-Maps.NET?

We are looking for a new staff member to help us add downloads for Renegade

Requirements:

- * Basic HTML knowledge (<a> tags)
- * Filezilla FTP Client knowledge
- * Winrar archiver knowledge
- * Navicat MySQL software knowledge (is very easy to learn)
- * Basic image processing for making thumbnails and such in .png format and sometimes .gif
- * Trustworthy with access

If you are interested then you can post in this topic. We will discuss internally who we are going to accept as a new staff member.

All the required tools are available for download in case you don't already have them.

In case you wish to talk to us about this in person you can join the channel #game-maps on irc.mp-gaming.com

Before anyone replys, the Renegade Section is our main section, the work it takes to add skins to the site can be a long process, you only need to look at one of the files I have added in the skins section to see how much work it takes.

Thanks for reading.

Subject: Re: Game-Maps.NET Staff Recruitment
Posted by [Prulez](#) on Sun, 08 Feb 2009 21:34:10 GMT
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I'd be up for this.

I got HTML knowledge, FTP knowledge, Know how to rar/unrar, Making thumbnails isn't hard and as I run my own server and I am a Jelly-Server full mod currently, I might be trustworthy also.

Hit me up with a PM for questions or anything else if you want

Subject: Re: Game-Maps.NET Staff Recruitment
Posted by [DeadX07](#) on Sun, 08 Feb 2009 21:34:12 GMT

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Sounds like you need to develop yourself a download system that loads up all the files for you without having to touch any markup.

Subject: Re: Game-Maps.NET Staff Recruitment
Posted by [Goztow](#) on Sun, 08 Feb 2009 21:43:00 GMT
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DeadX07 wrote on Sun, 08 February 2009 22:34 Sounds like you need to develop yourself a download system that loads up all the files for you without having to touch any markup. It's not that hard to make it auto generate a thumbnail even and all that. Just takes time to code.

Subject: Re: Game-Maps.NET Staff Recruitment
Posted by [IronWarrior](#) on Sun, 08 Feb 2009 23:23:09 GMT
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Hmm, the download system is not idle but it's what we stuck with for a while, one of my admins has just updated the website software to a newer version which has fixed a few bugs in the old version, adding files and editing present ones is better now.

The slow part in the process is the prep-work before adding the file.

For example, let's say I'm going to add an infantry skin?

This is how it goes.

Quote:

Game/Screenshot Phase 1

- 1) Install skin to my test installation of Renegade.
- 2) Start Renegade Client 1.
- 3) Start Renegade Client 2.
- 4) Renegade client 1 hosts a passworded online server.
- 5) Renegade client 2 joins server.
- 6) Renegade client 2 changes into the infantry that the skin, changes, moves to a spot in the map that is good for photographic work, it's pretty laggy..
- 7) Drop to desktop, switches to Renegade Client 1.
Buys sniper (clearscope skin attached, makes for better clear screenshots with HUD disabled and SK's hud remover as well for total clear image, graphic settings on MAX)
- 9) Takes a few screenshots of the infantry unit, front and back and the infantry buy logo if it has one.
- 10) Repeat as many times if needed for more skins.
- 11) Close down clients.

Screenshot/Editing Phase 2

- 1) Resize screenshots to 600x800 from my resolution (normally done in batches, screenshots are saved as .png.
- 2) Rename the image to the creator and skin name.
- 3) Move screenshot or batches of images to a watermark program, adds the Game-Maps logo to the screenshot at the bottom right.
- 4) Resize and adds _t addon in a other batch convert for thumbnails, done at 125x100.

File Making Phase 3

- 1) Make the .exe, adds the skins, a .png screenshot, game-maps urls, turns into our custom installers
- 2) Repeat the same as 1) but this time just a simple .zip
- 3) Test the .exe by starting it, don't have to install, just take a look to see if it works.

Adding file to DB Phase 4

- 1) Upload skin files to correct spot in the FTP.
- 2) Upload screenshots to correct spot in the FTP.
- 3) Open a new topic at mp-gaming forums.
- 4) Add the information for the file in there and the download link, click post.
- 5) On the Game-Maps ADD FILE page, add all the information for the file, including the forum link for the topic, forum topic must come first.
- 6) Add the file.
- 7) Refresh a other page where the download will show up and test it, rate the file, test the file by downloading both copys and the images and forum link and anything else.
Delete files you been using from your computer.

File added.

Now this might sound a lot, but it takes me from phase 2 to 4 about 1 minute or two.

Phase 1 is normally done the night before, ready for linking the next day or so on.

Normally I add a butch of files in one go, then one at a time.

Subject: Re: Game-Maps.NET Staff Recruitment
Posted by [Lone0001](#) on Mon, 09 Feb 2009 01:05:32 GMT
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I'd be interested in this, I have some HTML knowledge, I use Filezilla basically everyday(<http://www.lone0001.neogods.net/>) along with WinRAR, don't have experience with Navicat MySQL software though I would be willing to learn that of course, I work with images a

lot(editing, improving, don't base the improving part off my horrible signatures), I would say I am fairly trust worthy with access.

PM or email me(via the gmail email at the top right) if you need to talk to me or need more info.

Subject: Re: Game-Maps.NET Staff Recruitment
Posted by [Omar007](#) on Wed, 11 Feb 2009 11:49:44 GMT
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I would like to join too if still people are needed
I can program HTML/CSS
I know how to use FileZilla (use it myself for distance access to <http://www.omarserv.tk/> if im not home)
I can't use WinRAR (7zip Though)
I can use MySQL through PHPMyAdmin, PHP or the CommandBox if you meen that
Making Thumbnails: guess i can
I think im trustworthy with access but you better ask other people about that

ATM im also busy with other things but i would like to stand ready when needed

Subject: Re: Game-Maps.NET Staff Recruitment
Posted by [Good-One-Driver](#) on Wed, 11 Feb 2009 14:15:06 GMT
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lol you know what i think is funny i uploaded like 20 things on there and you pmed me saying you will add my stuff but never did like 2 months later i upload a couple more things and some people post saying good job and stuff but never gets added.
I know this is not part of applying but i have html coded in my past and i have had alot of experince with sites and skins i have expirience with winrar and i know how to upload images

Subject: Re: Game-Maps.NET Staff Recruitment
Posted by [IronWarrior](#) on Wed, 11 Feb 2009 18:41:12 GMT
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GoodOneDriver wrote on Wed, 11 February 2009 08:15lol you know what i think is funny i uploaded like 20 things on there and you pmed me saying you will add my stuff but never did like 2 months later i upload a couple more things and some people post saying good job and stuff but never gets added.
I know this is not part of applying but i have html coded in my past and i have had alot of experince with sites and skins i have expirience with winrar and i know how to upload images

Been busy in life, this is why I need staff.

Subject: Re: Game-Maps.NET Staff Recruitment
Posted by [Genesis2001](#) on Thu, 12 Feb 2009 00:23:47 GMT
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You guys going to hire for RenHelp.NET Staff? :/ Because I'd be interested... :/

Subject: Re: Game-Maps.NET Staff Recruitment
Posted by [IronWarrior](#) on Thu, 12 Feb 2009 18:00:38 GMT
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Zack wrote on Wed, 11 February 2009 18:23 You guys going to hire for RenHelp.NET Staff? :/
Because I'd be interested... :/

Yes, I be interested in recruting someone for RenHelp, I pm you later about that.

Thanks everyone for their replys, we will get back to people if we decide to recruit you for
Game-Maps.NET

Subject: Re: Game-Maps.NET Staff Recruitment
Posted by [Genesis2001](#) on Thu, 12 Feb 2009 18:07:45 GMT
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IronWarrior wrote on Thu, 12 February 2009 11:00 Zack wrote on Wed, 11 February 2009
18:23 You guys going to hire for RenHelp.NET Staff? :/ Because I'd be interested... :/

Yes, I be interested in recruting someone for RenHelp, I pm you later about that.

Gracias! [ty]

Subject: Re: Game-Maps.NET Staff Recruitment
Posted by [Good-One-Driver](#) on Fri, 13 Feb 2009 04:57:55 GMT
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i apliyed! kinda edited my post lol

Subject: Re: Game-Maps.NET Staff Recruitment
Posted by [Genesis2001](#) on Sat, 14 Feb 2009 02:04:30 GMT
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If it's not too late, I'd like to submit my app.

* Basic HTML knowledge (<a> tags)

Extensive. I even know PHP.

* Filezilla FTP Client knowledge

Extensive as well. I use it at least once every couple days. Just depends on how much I have to upload.

* Winrar archiver knowledge

I know how to create SFX archives, rawr using best encryption, etc.

* Navicat MySQL software knowledge (is very easy to learn)

Yep. Even have it installed

* Basic image processing for making thumbnails and such in .png
format and sometimes .gif

jajaja

Subject: Re: Game-Maps.NET Staff Recruitment

Posted by [IronWarrior](#) on Sat, 14 Feb 2009 11:27:16 GMT

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Never too late to submit.

Please bear with me for a few days into next week, we should make our choices than.

Subject: Re: Game-Maps.NET Staff Recruitment

Posted by [Ethenal](#) on Tue, 17 Feb 2009 00:53:58 GMT

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GoodOneDriver wrote on Wed, 11 February 2009 08:15lol you know what i think is funny i uploaded like 20 things on there and you pmed me saying you will add my stuff but never did like 2 months later i upload a couple more things and some people post saying good job and stuff but never gets added.

I know this is not part of applying but i have html coded in my past and i have had alot of experince with sites and skins i have expirience with winrar and i know how to upload images ...Probably why he is requesting help with the site.

zunnie talked to me about helping out before but I know I wouldn't be able to find time to do much.
Sorry
