
Subject: "My_First_Map" Tutorial
Posted by [Captkurt](#) on Tue, 03 Jun 2003 22:19:51 GMT
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I've been getting a lot of Private messages, and emails on "how to make maps, or how do you cut holes, and other things related to mapping, and for many, months now been answering them, but lately was thinking about making my own version of "My_First_Map" Tutorial.
I was thinking about incorporating within it, How to make tunnels, maybe bridges, etc...

and I do have a lot on my dinner plate already. So unless you guys think it's needed, I'll probably not continue. I know there are other tutorials out there, some good, some not good at all, and then

And thanks in advance for your time in participating in this poll.

Subject: "My_First_Map" Tutorial
Posted by [General Havoc](#) on Tue, 03 Jun 2003 22:27:27 GMT
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If you do the core things such as tunnels and bridges that it should be less work for you but the main information is included. Most people know how to make basic maps so maybe split it uu into components such as tunnels, bridges ... These can then be published as seperate tutorials, which in my opinion is a better way to do things as the information is in sections relating to what they focus on. It's up to you, thats just my view.

_General Havoc

Subject: "My_First_Map" Tutorial
Posted by [Captkurt](#) on Wed, 04 Jun 2003 16:24:59 GMT
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Very good point, and your right, a lot less work for me, but may be better for the one that is looking for a tutorial on a specific part of mapping, but I'm still thinking it's a lot of work, and am continue back in it.

Subject: "My_First_Map" Tutorial
Posted by [maytridy](#) on Thu, 05 Jun 2003 01:24:53 GMT
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I don't need it, but it should help others.

So, go for it!

Subject: "My_First_Map" Tutorial
Posted by [Sanada78](#) on Thu, 05 Jun 2003 01:33:13 GMT
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I personally think that video tutorials should be developed. There's software you can download that you can use too create them. Letting them see what you're doing will give a much better perspective. Only trouble is they can get too big in file size.

Subject: "My_First_Map" Tutorial
Posted by [maytridy](#) on Thu, 05 Jun 2003 02:05:48 GMT
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Yeah.....you can use Snagit or Camtasia for screen capture.

Subject: "My_First_Map" Tutorial
Posted by [Captkurt](#) on Thu, 05 Jun 2003 03:27:28 GMT
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Sanada78I personally think that video tutorials should be developed. There's software you can download that you can use too create them. Letting them see what you're doing will give a much better perspective. Only trouble is they can get too big in file size.

I don't know if you've ever seen any of my tutorials, but I do use plenty of stills, I like stills, that way you follow along and not just blow through a quick video and then don't remember what you just watched, I try to do tutorials that walk you through it and when your done you have a nice piece of what ever it was that the tutorial just walked you through like my Boolean tutorial, you end

anyways, then poop. Lol know what I mean? Again, thanks for your input. It would be nice to see this community get back to helping people/modders again, instead of all the flaming and putdowns that seem to be so grand in scale on this forum.

Subject: "My_First_Map" Tutorial
Posted by [kopaka649](#) on Thu, 05 Jun 2003 03:29:31 GMT
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i say yes cuz i need help on this

Subject: "My_First_Map" Tutorial
Posted by [Captkurt](#) on Thu, 05 Jun 2003 03:30:48 GMT
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maytridyl don't need it, but it should help others.

So, go for it!

I'm thinking about it. thanks for the support.

Subject: "My_First_Map" Tutorial
Posted by [Captkurt](#) on Thu, 05 Jun 2003 03:31:52 GMT
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kopaka649i say yes cuz i need help on this

Cool. can you tell me more of what it is that your needing help with? and maybe I can gear it toward that.
