

---

Subject: Shopping-mall?

Posted by [Lynqoid](#) on Wed, 09 Jul 2003 01:42:32 GMT

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---

ok i have had an idea but would need a few bits of help for certain things, i was wondering about making an infantry only map that is in a shopping mall so u could run through shops and around tables ect,

- 1, how would i create barracks so people could still use infantry, (no buildings gonna be in game)
- 2, how would i go about making objects that would move when u ran into them, ie chairs.
- 3, any1 like to help me together that would be kool lol

thanx for ur previous help guys

---

---

Subject: Shopping-mall?

Posted by [Vitaminous](#) on Wed, 09 Jul 2003 02:24:08 GMT

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---

Shopping mall map? Now that's a first one!

---

---

Subject: Shopping-mall?

Posted by [mike9292](#) on Wed, 09 Jul 2003 02:41:25 GMT

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---

sound awesome i would help but sadly i cant map well at all bo hoo o well

---

---

Subject: Re: Shopping-mall?

Posted by [Imdgr8one](#) on Wed, 09 Jul 2003 02:45:38 GMT

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---

Lynqoidok i have had an idea but would need a few bits of help for certain things, i was wondering about making an infantry only map that is in a shopping mall so u could run through shops and around tables ect,

- 1, how would i create barracks so people could still use infantry, (no buildings gonna be in game)
- 2, how would i go about making objects that would move when u ran into them, ie chairs.
- 3, any1 like to help me together that would be kool lol

thanx for ur previous help guys

1- Just make a PT

---

- 2- Maybe change the collision settings?
  - 3- If you need an anouncer for the mall, give me a IM.
- 

---

Subject: Re: Shopping-mall?

Posted by [boma57](#) on Wed, 09 Jul 2003 03:33:26 GMT

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---

Lynqoid

1, how would i create barracks so people could still use infantry, (no buildings gonna be in game)

In LevelEdit, just create a barracks controller and place it off to the side someplace. It'll allow you to have use of the structure without it being physically present in the map.

---

---

Subject: Re: Shopping-mall?

Posted by [Captkurt](#) on Wed, 09 Jul 2003 03:35:37 GMT

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---

Lynqoidok i have had an idea but would need a few bits of help for certain things, i was wondering about making an infantry only map that is in a shopping mall so u could run through shops and around tables ect,

1, how would i create barracks so people could still use infantry, (no buildings gonna be in game)

2, how would i go about making objects that would move when u ran into them, ie chairs.

3, any1 like to help me together that would be kool lol

thanx for ur previous help guys

1: Put the barracks controller on the map, without building.

2: Animate the chair to fall or slide in the way you want and use LE settings to operate.

3: I'm too busy.

---

---

Subject: Shopping-mall?

Posted by [Titan1x77](#) on Wed, 09 Jul 2003 10:44:37 GMT

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---

you'd have to ask someone about push settings and have it animated every which possible way...would be a pain to do

just make your mall with objects that explode and animate when hit...youll find alot in the tile section of level edit.

---

---

Subject: thanx  
Posted by [Lynqoid](#) on Wed, 09 Jul 2003 14:09:56 GMT  
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---

hey thanx for ur help guys, much appreciated.

also does any1 know of a good website with textures that can be used in a renegade map?

thankyou

---

---

Subject: How to put images in posts....  
Posted by [Lynqoid](#) on Wed, 09 Jul 2003 15:15:26 GMT  
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---

hi, i have made the base of my mall level, and would like to have feedback but i do not know how to put images in posts, i have uploaded the file but cant remember the [img] thing totally forgot can any1 tell me please.

---

---

Subject: Shopping-mall?  
Posted by [pulverizer](#) on Wed, 09 Jul 2003 15:20:50 GMT  
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---

---

Subject: Thankyou slayer  
Posted by [Lynqoid](#) on Wed, 09 Jul 2003 15:23:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

ok here is my first part of the shopping mall map i am going to create.

thanx slayer u have helped me alot.

---

---

Subject: Re: How to put images in posts....  
Posted by [Sir Phoenixx](#) on Wed, 09 Jul 2003 17:10:21 GMT  
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---

Lynqoidhi, i have made the base of my mall level, and would like to have feedback but i do not know how to put images in posts, i have uploaded the file but cant remember the [img] thing totally forgot can any1 tell me please.

---

There's nothing that you need to remember. All you have to do is paste/type the url of the image/whatever into the post, highlight it and click the appropriate button above (or dropdown menu and select the appropriate style) , it automatically puts the beginning/ending tag around the text.

---

---

Subject: thanx...

Posted by [Lynqoid](#) on Wed, 09 Jul 2003 19:44:50 GMT

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---

kool,

so what do u guys think of my mall so far?

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Thu, 10 Jul 2003 05:26:04 GMT

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---

Neat. Can't Wait. Ill Try to Get the VC Mall Music for your map

---

---

Subject: Shopping-mall?

Posted by [Imdgr8one](#) on Thu, 10 Jul 2003 05:27:07 GMT

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---

Not so fast Havoc Don't steal my job now.

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Thu, 10 Jul 2003 05:28:44 GMT

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---

Imdgr8oneNot so fast Havoc Don't steal my job now.

you said if you need an announcer. I said id get music.

---

---

Subject: Shopping-mall?

Posted by [Imdgr8one](#) on Thu, 10 Jul 2003 05:33:18 GMT

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---

---

---

Subject: im sure u guys.....

Posted by [Lynqoid](#) on Thu, 10 Jul 2003 09:29:02 GMT

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---

im sure u guys together can create something special lol

---

Subject: Re: Thankyou slayer

Posted by [Havocman](#) on Thu, 10 Jul 2003 20:15:23 GMT

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---

Lynqoidok here is my first part of the shopping mall map i am going to create.

thanx slayer u have helped me alot.

He Updated the pic with Counters and Stairs..

Even Cooler!

---

Subject: :)

Posted by [Lynqoid](#) on Thu, 10 Jul 2003 20:45:54 GMT

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---

dont forget the fountain in the middle !

i was running round on it today (not with textures) it looks wicked everything seems perfect and yet its my first map lol.

---

Subject: Shopping-mall?

Posted by [Wild1](#) on Thu, 10 Jul 2003 20:51:21 GMT

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---

Oooh...Fountain.

Does the water work?

---

Subject: im working....

Posted by [Lynqoid](#) on Thu, 10 Jul 2003 20:53:35 GMT

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---

im working on making the water work i saw in some1's signature about how to create a waterfall so im gonna ask them.....

like my map? lol

---

---

Subject: Shopping-mall?

Posted by [Wild1](#) on Thu, 10 Jul 2003 21:35:23 GMT

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---

Of course I like your map.

But what I really wanna see is ACK's neighborhood as a map. If he gets around to it.

---

---

Subject: ack....

Posted by [Lynqoid](#) on Thu, 10 Jul 2003 21:37:37 GMT

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---

ack's neighbourhood? :S

---

---

Subject: Shopping-mall?

Posted by [Wild1](#) on Thu, 10 Jul 2003 21:47:45 GMT

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---

If he made a map out of his neighborhood. That would be hilarious. Seeing his neighbors pickup get crushed by a mammy would be priceless.

---

---

Subject: lol

Posted by [Lynqoid](#) on Thu, 10 Jul 2003 22:12:19 GMT

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---

lol.... different thinking lol

---

---

Subject: Any1 that is.....

Posted by [Lynqoid](#) on Thu, 10 Jul 2003 23:31:18 GMT

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---

Any1 that is helping me, for example, imdgr8one and havocman, can u let me know when u are ready to give whatever ur doing cos my map is very close to finishing but i need to get everything in, thankyou for the help u give, there will be a sign in the map with peoples names on who helped me and if u help me alot u might even get ur own shop

---

thankyou

---

---

Subject: Shopping-mall?

Posted by [Wild1](#) on Fri, 11 Jul 2003 01:45:57 GMT

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---

Yeah we can play it soon.

I want a porn shop.J/K

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Fri, 11 Jul 2003 03:03:06 GMT

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---

Im Recording that Music now

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Fri, 11 Jul 2003 03:25:18 GMT

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---

Shoot. the Device i used to Record the Mall Music Won't Extract. But i can still do announcements With lmg. Or i can get some Vc music off the net and you can use that.

---

---

Subject: thanx

Posted by [Lynqoid](#) on Fri, 11 Jul 2003 10:18:04 GMT

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---

thanx, when u got anything, just send it to this email:

Lynqoid@hotmail.com

---

---

Subject: Current shop names, bet urs here!

Posted by [Lynqoid](#) on Fri, 11 Jul 2003 10:35:04 GMT

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---

Free Record Shop

Video-Watch

---

C.B.S & Co.

Bulls Eye Bills Guns

GAME

kimminz pizzeria

Cheeeeeese

Wild1's LoveShack

havocman's music

Bass-Guitars

---

---

Subject: Shopping-mall?

Posted by [Wild1](#) on Fri, 11 Jul 2003 23:56:52 GMT

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---

Sweet! :twisted:

---

---

Subject: Shopping-mall?

Posted by [Dishman](#) on Sat, 12 Jul 2003 02:00:43 GMT

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---

I'll gladly help, I love maps that are based off of every day life . I can record a few things if needed (hell, I'll record my own song on mah geetar), but I'll be happy to model shindigs and wotnot (pretty much all I'm good at in this fatefull world ). Oh and lower the poly count on some of the architecture, like those ball things and such.

AIM: dishcleaner101

msnm/hotmail: sgtmaj\_dishman@hotmail.com

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Sat, 12 Jul 2003 04:14:42 GMT

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---

I got a Shop for ya.

Gdi Recruitment Center

Also alot of the music i got is 80s music you hear in a mall but they aren't muffled.

---

---



Subject: Shopping-mall?

Posted by [Infinint](#) on Sat, 12 Jul 2003 04:31:51 GMT

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---

you got the safty dance?

de de de do do do do de

---

Subject: Re: Current shop names, bet urs here!

Posted by [Ferhago](#) on Sat, 12 Jul 2003 05:10:38 GMT

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---

LynqoidFree Record Shop

Video-Watch

C.B.S & Co.

Bulls Eye Bills Guns

GAME

kimminz pizzeria

Cheeeeeese

Wild1's LoveShack

havocman's music

Bass-Guitars

I have some other ideas

Blazers Love Shack

Conveinently Placed Gun Shop ( With guns inside! ) Yes actually CALL it convientently placed gunshop.

Happy Drugs ( With medkits inside! )

HOOTERS!

---

Subject: Shopping-mall?

Posted by [Infinint](#) on Sat, 12 Jul 2003 05:46:29 GMT

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---

heres an idea for an add on  
have an office in the back for like the secretays and maigers and like a lounge and in the back  
back youll have the place with all the un open ship ment boxs and stuff

---

**Subject: Shopping-mall?**

Posted by [Infinint](#) on Sat, 12 Jul 2003 05:57:54 GMT

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---

Lynqoid, becuse i have no clue how to work the istaint messeger and it aint working here:  
im good at creating little things and stuff. If you want ill be happy to make an endless ammount of  
things to put on the shelves and tables. like well any thing in a shoping mall for sale, i just want to  
see this map come out good.

also i can make some pretty nice sines for your stores

also a question will you be abill to go outside and into the parking lot. if you could and then blow  
up the cars that would be asome.

Can some one please tell me how to use this instint messeger thing?

---

**Subject: Shopping-mall?**

Posted by [TheMouse](#) on Sat, 12 Jul 2003 16:58:28 GMT

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---

Wild1But what I really wanna see is ACK's neighborhood as a map. If he gets around to it.

dammit! someone already had my idea... blah. for the record, im thinking about an LA warehouse  
district map, 4-6 warehouses with a street running through the middle of the map.

the map looks good though!

---

**Subject: Shopping-mall?**

Posted by [Infinint](#) on Sat, 12 Jul 2003 17:12:43 GMT

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---

dragon thats still a good idea and it not like this one

Lynqoid can you please reply to me

---

---

Subject: sorry.....

Posted by [Lynqoid](#) on Sat, 12 Jul 2003 17:13:57 GMT

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---

sorry about not replying guys ive been in work today..

any1 who wants to help add me to messenger and infinit just make anything u want and send it to..... lynqoid@hotmail.com, for example one of the models im having trouble to make is a blow up doll for the loveshack

---

Subject: Shopping-mall?

Posted by [Wild1](#) on Sat, 12 Jul 2003 18:59:14 GMT

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---

\*Incoming Doll!\*

\*Boom\*

Nice, a C4 love toy.

---

Subject: just a doll....

Posted by [Lynqoid](#) on Sat, 12 Jul 2003 19:03:07 GMT

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---

lol, hey wild1 were u doing any models again? sorry ive completely forgot who is helping me.....

i just created a table woohoo, furnishings here i come.

---

Subject: Shopping-mall?

Posted by [Infinit](#) on Sat, 12 Jul 2003 19:35:54 GMT

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---

Lynqoid seid "lol, hey wild1 were u doing any models again? sorry ive completely forgot who is helping me..... "

i am helping, Lynqoid, as the commander of the hole operation.

lol jokeing

---

Subject: operation :S

Posted by [Lynqoid](#) on Sat, 12 Jul 2003 23:08:18 GMT

---

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---

its a map.... and u havent actually done anything yet

hope u do though

---

Subject: mendoza.....

Posted by [Lynqoid](#) on Sat, 12 Jul 2003 23:56:38 GMT

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---

Mendoza tank any?

[http://lynqoid.tripod.com/Mendoza\\_Tank.jpeg](http://lynqoid.tripod.com/Mendoza_Tank.jpeg)

---

Subject: Shopping-mall?

Posted by [Infinint](#) on Sun, 13 Jul 2003 00:19:26 GMT

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---

hows my cash register every one?

\$\$\$\$MONEY\$\$\$\$

i just need some one to skin it then i can send you the model and tga file

---

Subject: Shopping-mall?

Posted by [Captkurt](#) on Sun, 13 Jul 2003 00:30:55 GMT

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---

Infininthows my cash register every one?

\$\$\$\$MONEY\$\$\$\$

i just need some one to skin it then i can send you the model and tga file

Nice, now give me all your money, this is a stick up.

---

Subject: NICE!!!

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 00:37:17 GMT

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---

wicked cash register, gonna be using it for anything?

i could put it in my map in its true glory

---

---

Subject: Shopping-mall?

Posted by [Infinint](#) on Sun, 13 Jul 2003 01:17:22 GMT

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---

umm thats what its for...

---

Subject: ok....

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 10:32:59 GMT

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---

er ok lol kooooool.

nice work infinint

---

Subject: Shopping-mall?

Posted by [Vitaminous](#) on Sun, 13 Jul 2003 16:32:37 GMT

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---

Maybe I could do some signs

---

Subject: signs....

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 16:36:31 GMT

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---

sign are always welcome do whatever u want... i am starting to skin my model because i have realised level editor has alot of little things like plants and that.. so i can use them

if u got any finished signs send them to..... [Lynqoid@hotmail.com](mailto:Lynqoid@hotmail.com)

Current shop names:

Free Record Shop

Video-Watch

C.B.S & Co.

Bulls Eye Bills Guns

GAME

rabbit pizzeria

Cheeeeeese

Wild1's LoveShack

havocman's music

Bass-Guitars

sukura's sweetshop

Gdi Recruitment Center

Happy Drugs

Conveniently Placed Gun Shop

- u can make any of these if u want or create your own.

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Sun, 13 Jul 2003 16:49:17 GMT

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---

Maybe. Hum. if you have the Space.a Locked Store that can be opened with a key. For CNR? or just... A locked store.

also i found some Music. im trying to convert it.

It's Fight Test, From the Flameing Lips. it's two mins long. im trying to add the Muffled effect so it seems like it's coming threw a speaker.

---

---

Subject: Re: signs....

Posted by [TheMouse](#) on Sun, 13 Jul 2003 17:00:05 GMT

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---

Lynqoidsign are always welcome do whatever u want... i am starting to skin my model because i have realised level editor has alot of little things like plants and that.. so i can use them

if u got any finished signs send them to..... [Lynqoid@hotmail.com](mailto:Lynqoid@hotmail.com)

Current shop names:

Free Record Shop

Video-Watch

C.B.S & Co.

---

Bulls Eye Bills Guns

GAME

rabbit pizzeria

Cheeeeeese

Wild1's LoveShack

havocman's music

Bass-Guitars

sukura's sweetshop

Gdi Recruitment Center

Happy Drugs

Conveinently Placed Gun Shop

- u can make any of these if u want or create your own.

how about "the dragon's sushi" in the food court?

ill do a sign in photoshop if someone can import that into gmax or whatever

Edit: here it is: does it have to be in a special format?

---

---

Subject: Shopping-mall?

Posted by [TheMouse](#) on Sun, 13 Jul 2003 17:02:43 GMT

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---

HavocmanMaybe. Hum. if you have the Space.a Locked Store that can be opened with a key. For CNR? or just... A locked store.

also i found some Music. im trying to convert it.

It's Fight Test, From the Flameing Lips. it's two mins long. im trying to add the Muffled effect so it seems like it's coming threw a speaker.

how about some of that cheap elevator music?

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Sun, 13 Jul 2003 17:31:40 GMT

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---

uhh... Will we have one?

---

Subject: Shopping-mall?

Posted by [TheMouse](#) on Sun, 13 Jul 2003 17:52:34 GMT

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---

Havocmanuhh... Will we have one?

which... elevator or food court?

---

Subject: just ramps.....

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 18:03:25 GMT

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---

sorry guys just ramps

good work on the sushi dragon it will be implemented.

nice work on the music havocman,

and some1 else did something? errrrr sorry good work to u!

---

Subject: Shopping-mall?

Posted by [TheMouse](#) on Sun, 13 Jul 2003 18:08:18 GMT

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---

im working on bullseye bills guns now

here it is:

---

Subject: !!!!

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 18:18:16 GMT

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---

Great Work dragon, you'll have ur name on the triangle signs!

---

---



Subject: Shopping-mall?

Posted by [TheMouse](#) on Sun, 13 Jul 2003 18:21:55 GMT

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---

now for the free record shop

---

Subject: WICKED!

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 18:22:45 GMT

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---

gr8 work dude! keep it up

---

Subject: Shopping-mall?

Posted by [Infinint](#) on Sun, 13 Jul 2003 18:37:46 GMT

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---

um dragon how come all of your singes have your name in them? there not all your stores are we gona have the safety dance song, we need to have the safety dance.

---

Subject: Shopping-mall?

Posted by [TheMouse](#) on Sun, 13 Jul 2003 18:53:56 GMT

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---

Infinintum dragon how come all of your singes have your name in them? there not all your stores are we gona have the safety dance song, we need to have the safety dance.

only 2 have my name. this one doesn't:

i was thinking about including a photo of a joint or something on that, but i didn't really feel like looking on google images for one.

and i could take the dragon out of the records easily OR i could change it to havocman's music

---

Subject: Shopping-mall?

Posted by [TheMouse](#) on Sun, 13 Jul 2003 19:04:00 GMT

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---

im still working on more signs. yay. ill do a convienience store, a candy store, a pizza place, and the GDI thing

---

---

Subject: Shopping-mall?

Posted by [Infinint](#) on Sun, 13 Jul 2003 19:06:13 GMT

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---

ohhhh happy drugs YUMMY

---

Subject: Shopping-mall?

Posted by [TheMouse](#) on Sun, 13 Jul 2003 19:08:48 GMT

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---

should i include a photo of like a pill bottle or something?

---

Subject: Shopping-mall?

Posted by [Vitaminous](#) on Sun, 13 Jul 2003 19:21:06 GMT

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---

Dragon, you'll never beat me to it.

---

Subject: Shopping-mall?

Posted by [TheMouse](#) on Sun, 13 Jul 2003 19:24:28 GMT

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---

Aprime

Dragon, you'll never beat me to it.

lol. nice. just don't remake all the ones I have done/am doing (convenience store, a candy store, a pizza place, and the GDI thing, and the ones above). im only gonna do those, then someone else can do the rest.

mine are gonna suck compared to yours

---

Subject: Shopping-mall?

Posted by [Vitaminous](#) on Sun, 13 Jul 2003 19:36:43 GMT

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---

Subject: Shopping-mall?

Posted by [Vitaminous](#) on Sun, 13 Jul 2003 19:54:06 GMT

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---

That's my little addition

---

Subject: dragon....

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 20:04:32 GMT

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---

dragon dont do the pizza place that has already been done....

aprime i cannot see ur pictures can u send them to me via email please

---

Subject: Re: dragon....

Posted by [TheMouse](#) on Sun, 13 Jul 2003 20:05:02 GMT

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---

Lynqoiddragon dont do the pizza place that has already been done....

k

---

Subject: Shopping-mall?

Posted by [Vitaminous](#) on Sun, 13 Jul 2003 20:06:09 GMT

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---

the front sign

---

Subject: errrr...

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 20:06:55 GMT

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---

sorry about this but if u could make it just The Free Record shop i would much appreciate it, this is a shopping mall not dragons shopping mall lol

---

Subject: Re: dragon....

Posted by [Vitaminous](#) on Sun, 13 Jul 2003 20:07:16 GMT

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---

Lynqoiddragon dont do the pizza place that has already been done....

aprime i cannot see ur pictures can u send them to me via email please

What's your connection -\_-.

---

---

Subject: :)

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 20:08:24 GMT

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---

512k broadband it just shows the red x icon

my email is [Lynqoid@hotmail.com](mailto:Lynqoid@hotmail.com)

---

---

Subject: Shopping-mall?

Posted by [Vitaminous](#) on Sun, 13 Jul 2003 20:11:24 GMT

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---

1:Love Shack

2: Dj

3:Front Door Sign

4:Some advertisement for my site (you can put this anywhere you want...)

---

---

Subject: kooooool

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 20:17:24 GMT

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---

kool, nice work (whispers: best ive seen)

i am thinking about making a parking lot but it will only be flat with walls around so that the mall looks complete and that i can use ur sign to great effect.

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Sun, 13 Jul 2003 20:18:32 GMT

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---

ok Uh Fight Test is short so i am gonna add the next Track on to the File..

---

It's ...Something Battle with pink robots.. But uh... yea. Im gonna see how it turns out

---

---

Subject: kool

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 20:20:32 GMT

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---

nice work havocman

---

---

Subject: Re: errrr...

Posted by [TheMouse](#) on Sun, 13 Jul 2003 20:55:39 GMT

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---

Lynqoidsorry about this but if u could make it just The Free Record shop i would much appreciate it, this is a shopping mall not dragons shopping mall lol

k ill do that. i'm also downloading the trial version of photoshop 7.0, so i can hopefully make stuff look better

edit: here it is:

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Sun, 13 Jul 2003 20:57:06 GMT

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---

K all done. The Second Song had some SoundFX in the background so i had to Quick Edit it. so there is a Small Tiny Silence in it.

also the First one 4 words missing from it so there is a gap in the first one.

I tried to fix it the best i can.. But i don't think people are gonna notice when there are two million guns going off.

Update: Sent It's a WAV file. has two Flameing Lips Songs.

Im trying to Improve my Sound editing Skills now in case of it needs editing.

---

---

Subject: GREAT!

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 22:18:26 GMT

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---

great work havoc

---

map textures update: i have started texturing the map and the floors are gonna be this wicked marble texture i found, and the walls a wicked cream brick it looks amazing.

also i hope i can get the water working....

does any1 know where i can find the water files from captkurts water tut?

keep up the good work guys and we will be kicking ass around a shopping mall! lol

---

---

Subject: one thing!

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 22:19:33 GMT

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---

one thing havocman how big is it, cos hotmail cant have very big messages.

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Sun, 13 Jul 2003 22:29:06 GMT

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---

it came back.. dam it.

---

---

Subject: send it to.....

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 22:40:26 GMT

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---

Lynqoid@yahoo.com

i can have bigger stuff in there i just dunno when i got mail in it

---

---

Subject: Shopping-mall?

Posted by [Dishman](#) on Sun, 13 Jul 2003 22:49:26 GMT

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---

Are you going to be able to go into the shops (not all, of course, but a few)? And you probably wanna do a quick runthrough via Commando to check out the interior without texture goodies and make notes on what needs to be changed model-wise.

---

---

Subject: all taken care of....

Posted by [Lynqoid](#) on Sun, 13 Jul 2003 23:02:54 GMT

---

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---

im in and out of level editor all the time lol

u can go in every single shop, about 40 last time i counted.

theres alot of good ones but... most wont have much but posters in, because there will not be much space to dodge gun fire between cheese,guitars and food ect.....

some will have little things in though keep an eye out

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Mon, 14 Jul 2003 01:12:07 GMT

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---

Re sent

---

---

Subject: Shopping-mall?

Posted by [TheMouse](#) on Mon, 14 Jul 2003 01:31:09 GMT

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---

i finished havocman's music:

---

---

Subject: Shopping-mall?

Posted by [Infinint](#) on Mon, 14 Jul 2003 04:08:25 GMT

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---

just to let every one know that im making a bunch of little thins to go in the store like stuff on shels and dispaly like my cash register.

i would like every one to compile a list of things i should make.

first peson will put an object in the post with no other words

next person will copy that object into there post (no Quotes) then add there object. this way i can get a growing list with out haveing to find difent posts and making a list by going to each and copying them into a text file and stuff. this just makes it easier.

im not going to get around to it for a while cuz i just got butaly yanked out of the Zone by haveing all my backup cyps get corupted with a copy of renx on a rampage.

---

---

Subject: Shopping-mall?

Posted by [Infinint](#) on Mon, 14 Jul 2003 04:19:48 GMT

---

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---

we got to have the saftey dance.  
hey how about a roler rink in the mall! that would be cool with light every where, you could easily make that by haveing a second layer of wall with a textur that has the light and it being trazlulent to you see thought it and only see the ight moveing along the wall.  
we could play the safty dance in it

---

---

Subject: .....

Posted by [Lynqoid](#) on Mon, 14 Jul 2003 08:41:29 GMT

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---

infinint what is the safety dance....

and also i hope to get my map finished soon so im gonna use alot of the level editors objects.....  
although i would like you to send me your very well modeled cash register

---

---

Subject: .....

Posted by [Lynqoid](#) on Mon, 14 Jul 2003 09:52:11 GMT

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---

i was using 119% of my yahoo mail space lol

thanx havoc... lol it was warning me that my mail was gonna be terminated, but i got it and alls good, nice music sounds nice... but it will sound even better between gun fire!

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Mon, 14 Jul 2003 17:16:38 GMT

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---

TheDragoni finished havocman's music:

Hum.. Dose it have to be so big? I want My Sign to be Equal to eveyone else.. Im not speical. but nice job.

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Mon, 14 Jul 2003 17:17:41 GMT

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---

Im looking for the Safty Dance now.. hope that Yahoo Mail account Don't get Terminated.

---

---



Subject: it will be sized down ;)  
Posted by [Lynqoid](#) on Mon, 14 Jul 2003 17:17:58 GMT  
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---

it will be sized down lol

---

Subject: Shopping-mall?  
Posted by [Havocman](#) on Mon, 14 Jul 2003 17:23:50 GMT  
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---

Update: I found the Song. Very quickly, Do you want it Muffled or not?

---

Subject: .  
Posted by [Lynqoid](#) on Mon, 14 Jul 2003 17:32:58 GMT  
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---

whatever the last one was

---

Subject: Shopping-mall?  
Posted by [Havocman](#) on Mon, 14 Jul 2003 17:59:23 GMT  
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---

arrf... Muffled. gonna take a wile.

---

Subject: .  
Posted by [Lynqoid](#) on Mon, 14 Jul 2003 18:02:08 GMT  
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---

sorry lol

---

Subject: Shopping-mall?  
Posted by [pulverizer](#) on Mon, 14 Jul 2003 18:10:39 GMT  
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---

hey Lynqoid, how many types of guitars do you want for your level?  
2 different bass-guitar models and 2 different electric guitar models?  
and shall I create a drum set too?

---

Subject: Shopping-mall?

---

Posted by [Havocman](#) on Mon, 14 Jul 2003 18:11:00 GMT

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---

can we see some progress shots? Cus i wanna see what the mall looks like now.[/url]

---

Subject: sure

Posted by [Lynqoid](#) on Mon, 14 Jul 2003 18:12:07 GMT

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---

sure create whatever.... but some shops wont have many models cos they would just get in the way.

if u wanna create a mixing dj thingy set, feel free lol

---

Subject: Shopping-mall?

Posted by [CNCWarpath](#) on Mon, 14 Jul 2003 18:32:55 GMT

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---

Got bored so..erm if u want u can add a store for me

---

Subject: on the way.

Posted by [Lynqoid](#) on Mon, 14 Jul 2003 18:45:28 GMT

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---

screenshots on the way, although i havent quite decided on textures yet

ill have to take them in-game so next texture test i will do them.

---

Subject: Shopping-mall?

Posted by [Infinint](#) on Mon, 14 Jul 2003 18:49:31 GMT

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---

thax havocman

Lynqoid you considering the roller rink idea?

---

Subject: hi

Posted by [Lynqoid](#) on Mon, 14 Jul 2003 18:54:12 GMT

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---

ummmm no sorry, it would take up a huge chunk of the mall.

but keep the ideas comin

---

---

Subject: Shopping-mall?

Posted by [Infinint](#) on Mon, 14 Jul 2003 20:16:21 GMT

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---

i guess, but are you stil going to put in that storage area in back?

---

---

Subject: ummmm

Posted by [Lynqoid](#) on Mon, 14 Jul 2003 20:27:23 GMT

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---

i wasnt ever gonna put that in sorry,

guys i had screenshots but then my game crashed i will take some in renx but they will look dodgy ok....

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Mon, 14 Jul 2003 21:01:27 GMT

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---

fine.

If you have an Extra Store. you can put in an Arcade

---

---

Subject: i got loads of extra shops lol

Posted by [Lynqoid](#) on Mon, 14 Jul 2003 21:03:06 GMT

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---

i got loads of extra shops lol

---

---

Subject: Shopping-mall?

Posted by [Infinint](#) on Mon, 14 Jul 2003 21:43:04 GMT

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---

need stores? how about  
Disco Plus  
safty dance

---

(fast food court)  
phone shack  
fan outlet  
pranks-r-us  
Gizmos & Gadgets (lots of stuff you can shoot and make big explosions)  
Spatula City  
Movies plus  
TVs (lots of tvs with glass to break)  
Spam in a Can  
Fire Works  
LEGO (every thing would look like it was made out of legos, maybe we could get em to fly every where when you shot em)  
The place that sits in this store slot (yes that the name)

also havocman i got a bunch of adds for stores like "Spatula City we sell spatulas, And thats all!" that you can add to the sound track for the map.

---

---

Subject: ummmmm  
Posted by [Lynqoid](#) on Mon, 14 Jul 2003 21:45:35 GMT  
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---

ummm infinint have u gone crazy? lol j.k

if u wanna make any of the shop signs i would much appreciate it, i will try and make a few but findin the right wall texture is kinda tricky.... but i think i got a winner

---

---

Subject: Shopping-mall?  
Posted by [Infinint](#) on Mon, 14 Jul 2003 21:49:24 GMT  
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---

you might say i have gone crazy but then that mean iv been crazy all my life and iv just gone more crazy, ya i think thats it i have gone more crazy.  
i think we got to have at least half the stores be some what funny you know and there it always i food court in a mall.

---

---

Subject: Re: ummmmm  
Posted by [Vitaminous](#) on Mon, 14 Jul 2003 22:05:54 GMT  
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---

Lynqoidummm infinint have u gone crazy? lol j.k

if u wanna make any of the shop signs i would much appreciate it, i will try and make a few but findin the right wall texture is kinda tricky.... but i think i got a winner

---

? Winner ? For signs ? You mean...Me ?

---

---

Subject: errrrr

Posted by [Lynqoid](#) on Mon, 14 Jul 2003 22:07:51 GMT

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---

i mean winner for the wall texture

but i think i might need some more signs from u to check lol  
would be great if u could

and thanx for the winners signs u did

---

---

Subject: ObjectList

Posted by [Lynqoid](#) on Mon, 14 Jul 2003 23:08:53 GMT

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---

Object-List

1. Guns + Gun Rack

2. Blow Up Doll

ok guys i have started the list that infinint asked for ages ago... just remember add to it, dont quote who said it.

anything u think needs doing just add to it.

---

---

Subject: SCREENIES!

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 02:37:03 GMT

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---

Thats right the screenshots have landed!

<http://lynqoid.tripod.com/Image1.jpg>

<http://lynqoid.tripod.com/Image2.jpg>

<http://lynqoid.tripod.com/Image3.jpg>

<http://lynqoid.tripod.com/Image4.jpg>

still got some texturing to do, but its coming along

---

---

Subject: Shopping-mall?

Posted by [TheMouse](#) on Tue, 15 Jul 2003 02:41:51 GMT

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---

HavocmanTheDragoni finished havocman's music:

Hum.. Dose it have to be so big? I want My Sign to be Equal to eveyone else.. Im not speical. but nice job.

sure i can make it smaller. and thanks. (even though aprimes are better... but he has photoshop 7.0. blah.)

---

---

Subject: Shopping-mall?

Posted by [Vitaminous](#) on Tue, 15 Jul 2003 02:42:05 GMT

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---

It looks...Odd...

---

---

Subject: Shopping-mall?

Posted by [TheMouse](#) on Tue, 15 Jul 2003 02:43:19 GMT

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---

i know. i can't think of a good color to go with green...

---

---

Subject: Shopping-mall?

Posted by [Havocman](#) on Tue, 15 Jul 2003 02:47:32 GMT

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---

OMG! THOSE SCREENS

I LOVED THIS ONE!

and this one! OMG! ARE WE ALLOWED TO USE THOSE?

Noticeing my Scarcaem Cus TRIPOD SUCKS!!. Sorry.

---

---

Subject: Shopping-mall?

---

Posted by [Captkurt](#) on Tue, 15 Jul 2003 03:46:01 GMT

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---

HavocmanOMG! THOSE SCREENS

I LOVED THIS ONE!

and this one! OMG! ARE WE ALLOWED TO USE THOSE?

Noticing my Scarcaem Cus TRIPOD SUCKS!!. Sorry.

I agree, very nice. LOL, good one...

---

---

Subject: :(

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 09:16:11 GMT

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---

inifint will hopefully host some pics for me.... i just hope he aint on geocities cos they are bad pic hosters two, all the riht click save target as or whatever

oh well personally i prefered the other two u guys but your choice

---

---

Subject: :)

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 09:50:57 GMT

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---

hopefully this will work

---

---

Subject: ugh

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 11:17:07 GMT

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---

argh to much bandwidth use, tripod sucks.

it will be back up again in 2 hours

---

---

Subject: Shopping-mall?

Posted by [Vitaminous](#) on Tue, 15 Jul 2003 15:36:04 GMT

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---

Heh, newbies...

You just had to copy and paste the link into your browsers, just like for Geocities. :rolleyes:

(They're trying to prevent any kind of waste of bandwidth by making links that are displayed on other sites unavailable.

Unless you put the link in your browser.

I'm not really impressed with the current results right now...The shopping mall looks odd.

Lyqui, if you don't like Tripod, try n00bstories... ( <http://www.n00bstories.com> )

You'll have to register an account first before being able to upload images.

---

---

Subject: errrrr

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 15:39:01 GMT

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---

why does it look odd, thats what shopping malls look like :S

every1 who has said anything about it except you said they like it....

i would just like to know what needs to be improved

---

---

Subject: Shopping-mall?

Posted by [Vitaminous](#) on Tue, 15 Jul 2003 15:42:49 GMT

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---

Have you never been in a shopping mall!?!?!?

Dude, that looks like a fucked up abandoned barn/mansion.

---

---

Subject: .....

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 15:44:10 GMT

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---

where r u from?

in the uk shopping malls have marble floors and grey wallpaper walls or cream :S

and a have never seen a "fucked up abandoned barn/mansion"

---

---



Subject: Shopping-mall?

Posted by [Havocman](#) on Tue, 15 Jul 2003 17:23:12 GMT

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---

we need to make it more... mall..ish..

---

Subject: Shopping-mall?

Posted by [Vitaminous](#) on Tue, 15 Jul 2003 18:00:51 GMT

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---

True true, at least we don't mix everyday relationship and professional relationship together  
Havoc.

---

Subject: Shopping-mall?

Posted by [Sk8rRIMuk](#) on Tue, 15 Jul 2003 18:10:15 GMT

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---

Havocmanwe need to make it more... mall..ish..

Agrees, why dont you take a digi cam and go to your nearest mall (mines merry hill), take some  
snaps and you can use snaps for textures and ideas.

A few common traits of malls are a center area with a glass roof (could be around fountain) and  
pillars I see a lot of malls with pillars.

Also malls dont really use stairs that much anymore they tend to have escalators:

Lynqoidargh to much bandwidth use, tripod sucks.

it will be back up again in 2 hours

Use n00bstories image uploader.

Disclaimer: Those pictures are property of their respective owners, just used a image search

---

Subject: .....

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 20:25:07 GMT

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---

took me ages to get these textures

well what about.... every1 puts up a texture they like and then we vote for the best one?

obviously mine wont get voted for as i can see....

---

---

Subject: Re: :)

Posted by [TheMouse](#) on Tue, 15 Jul 2003 21:44:27 GMT

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---

Lynqoidhopefully this will work

yay!

ill resize havocmans music tonight.

also, marble ceilings? it looks like a mansion... i think using a diferent texture for the walls/cieling would be better.

---

---

Subject: dragon!

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 21:47:12 GMT

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---

dragon do u actually like the mall texture..... every1 else is very against them, its extremely frustrating.

---

---

Subject: Re: dragon!

Posted by [TheMouse](#) on Tue, 15 Jul 2003 21:49:03 GMT

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---

Lynqoiddragon do u actually like the mall texture..... every1 else is very against them, its extremely frustrating.

the marble floor is cool, but the walls and ceiling should be different.

---

---

Subject: ...

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 21:49:48 GMT

---

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---

argh u to

---

---

Subject: Shopping-mall?

Posted by [TheMouse](#) on Tue, 15 Jul 2003 21:52:03 GMT

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---

actually, i am only thinking the walls should be changed. it is a little over whelming. the rest is good.

i resized it. yay me.

also, i updated the sushi sign. i added shadows. isn't that special.

---

---

Subject: .....

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 21:57:10 GMT

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---

im thinking of adding spawners and finishing it....

i have already added pt's on bottom floor

not gonna add to second floor because that will stop refilling.

---

---

Subject: Re: .....

Posted by [TheMouse](#) on Tue, 15 Jul 2003 21:58:31 GMT

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---

Lynqoidim thinking of adding spawners and finishing it....

i have already added pt's on bottom floor

not gonna add to second floor because that will stop refilling.

r u adding a parking lot? if u r, put in cars and pickups. that would rock.

and, actually, i have decided that i like the mall textures. they are different.

---

---

Subject: .....

---

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 22:01:10 GMT

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---

i am not adding a parking lot because i have overlapped the walls.... so u wouldnt see corners on the outside..... sorry.

---

Subject: Re: .....

Posted by [TheMouse](#) on Tue, 15 Jul 2003 22:04:05 GMT

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---

Lynqoidi am not adding a parking lot because i have overlapped the walls.... so u wouldnt see corners on the outside..... sorry.

oh well.

---

Subject: .....

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 22:09:13 GMT

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---

i hope u will download and play my map dragon

---

Subject: Shopping-mall?

Posted by [Sk8rRIMuk](#) on Tue, 15 Jul 2003 22:19:19 GMT

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---

I say you should look for new textures, but the floor is good .

What makes textures sucky in different maps is the constant on flow of texture .

Textures may be made to look like they are one constant on flow of a material but in real life nothing is constant.

For example if you go down to your nearest mall stare at the floor you will see breaks in-between sections of the marble.

between pieces.

Guess what I am trying to say is : Textures need more variation .

EDIT:

Another idea to obtain variation. Instead of doing the entire floor with one texture trying putting the odd section on with a chip on a tile or when you have a tile going round a object make a smaller

tile that looks like it has been cut to fit.

---

---

Subject: actually....

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 22:20:57 GMT

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---

actually.... we just got a jpeg off of google and assigned it to a box, then put a box uvw map on it

got any textures for the walls then any1?

---

---

Subject: Re: actually....

Posted by [Sk8rRIMuk](#) on Tue, 15 Jul 2003 22:25:06 GMT

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---

Lynqoidactually.... we just got a jpeg off of google and assigned it to a box, then put a box uvw map on it

got any textures for the walls then any1?

Still think you should get a digi cam and take your own but...

<http://www.metallicity.com/housemats1.html> ~ Not a specific texture site but has some good surface textures (all saved on my HD ).

<http://astronomy.swin.edu.au/~pbourke/texture/plaster/> ~ Plaster textures which should go with the mall.

<http://astronomy.swin.edu.au/~pbourke/texture/> ~ Same site as above but a index of many different categories.

---

---

Subject: ....

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 22:26:33 GMT

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---

that is metal..... yet i have never seen a metal shopping mall.... i reckon uk must have different shopping malls from rest....

---

---

Subject: Re: ....

Posted by [Sk8rRIMuk](#) on Tue, 15 Jul 2003 22:27:54 GMT

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---

Lynqoidthat is metal..... yet i have never seen a metal shopping mall.... i reckon uk must have

---

different shopping malls from rest....

Added more and on the first link notice "Dirty plaster" & "Other materials in this update" aswell as the next page link.

---

---

Subject: Shopping-mall?

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 22:29:06 GMT

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---

THANKYOU MIK, u are the only one who has actually helped me... wanna decide with me what texture to use for the big walls?

---

---

Subject: Shopping-mall?

Posted by [Sk8rRIMuk](#) on Tue, 15 Jul 2003 22:32:10 GMT

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---

LynqoidTHANKYOU MIK, u are the only one who has actually helped me... wanna decide with me what texture to use for the big walls?

MIK?!

Oh well er... I think we should give other people a vote on what textures they think would look good on the walls.

\*escapes boring duty of examining many, many textures\*

But if you ever need any more textures PM me .

---

---

Subject: Shopping-mall?

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 22:33:43 GMT

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---

Quote:\*escapes boring duty of examining many, many textures\*

exactly MUK\* i have examined alot of textures and came up with these then get discouraged by alot of forum members because they arent "mallish" enough.

---

---

Subject: Shopping-mall?

Posted by [Sk8rRIMuk](#) on Tue, 15 Jul 2003 22:38:40 GMT

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---

LynqoidQuote:\*escapes boring duty of examining many, many textures\*

---

exactly MUK\* i have examined alot of textures and came up with these then get discouraged by alot of forum members because they arent "mallish" enough.

Er yeh my name is a little confusing; Sk8r - RIM - uk.

Anyhow:

[http://www.metallicity.com/housemats/plaster\\_dirty\\_b.jpg](http://www.metallicity.com/housemats/plaster_dirty_b.jpg) is a plaster hut it looks kind of marble so that could come in handy.

For the walls I say:

<http://astronomy.swin.edu.au/~pbourke/texture/displayimage.cgi?plaster/plaster15.jpeg> - In the pick its pretty far zoomed in try to image its grain a little smaller and you could get a good effect.

<http://astronomy.swin.edu.au/~pbourke/texture/displayimage.cgi?plaster/plaster19.jpeg> - If that was a little lighter it would be a good candidate I suppose.

Took me agees to spell checkt his post dam DoS attacks.

---

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Subject: Vote

Posted by [Lynqoid](#) on Tue, 15 Jul 2003 23:21:55 GMT

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The Vote:

- 1.
  - 2.
  - 3.
  - 4.
  - 5.
  - 6.
  - 7.
- 

---

Subject: Re: Vote

Posted by [Sk8rRIMuk](#) on Wed, 16 Jul 2003 00:06:05 GMT

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2&3 Seem to have a flaw at the bottom of the pic.

Either way 2&3 seem to be a better choice of textures.

---

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Subject: Shopping-mall?

Posted by [Jaspah](#) on Wed, 16 Jul 2003 01:20:38 GMT

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I like 5&6. Good work.

---

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Subject: Shopping-mall?

Posted by [Vitaminous](#) on Wed, 16 Jul 2003 01:37:55 GMT

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Still not impressed...

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Subject: ....

Posted by [Lynqoid](#) on Wed, 16 Jul 2003 10:18:18 GMT

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seems like u have to high a standard for my \*FIRST\* map aprima,

and yet u have still not showed a type of texture you would like.

---

---

Subject: Shopping-mall?

Posted by [ohmybad](#) on Wed, 16 Jul 2003 12:22:29 GMT

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Ahhh whats that blue blob in the middle? :eh:

---

---

Subject: ...

Posted by [Lynqoid](#) on Wed, 16 Jul 2003 12:24:37 GMT

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---

that is quite clearly a fountain.

---

---

Subject: Shopping-mall?

Posted by [ohmybad](#) on Wed, 16 Jul 2003 14:40:49 GMT

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Errrr I think the pics are down...

---

Subject: .

Posted by [Lynqoid](#) on Wed, 16 Jul 2003 14:43:15 GMT

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yes its cos im uploading to tripod and i have deleted the vote ones...

---

Subject: Re: Vote

Posted by [TheMouse](#) on Thu, 17 Jul 2003 18:16:03 GMT

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LynqoidThe Vote:

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.

try hosting them using the n00bstories image uploader dilly. all i see are red X's.

---

Subject: deleted!

Posted by [Lynqoid](#) on Thu, 17 Jul 2003 18:31:14 GMT

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---

thats cos i deleted the pictures.

---

Subject: Re: deleted!

Posted by [TheMouse](#) on Thu, 17 Jul 2003 20:01:28 GMT

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Lynqoidthats cos i deleted the pictures.

i see..... how are we gonna vote then?

---

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Subject: ....

Posted by [Lynqoid](#) on Thu, 17 Jul 2003 20:04:30 GMT

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there isnt going to be a vote.

the people who are more experienced at creating maps have taken over my shopping mall map and are gonna create it without my help, it is located in the "SHOPPING MALL RELEASED" topic

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