Subject: Re: [TUT] Mapping Tutorial Series
Posted by SSIDJTHED on Fri, 13 Jan 2012 23:58:28 GMT

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Aircraftkiller wrote on Fri, 13 January 2012 11:07While the effort is appreciated, you should let people who create environments work on these tutorials since you don't seem to have the requisite knowledge to be teaching others. A beginner learning bad information does not lead to a lifetime of knowledge.

sighs

It MAY appear that I don't have knowledge about advanced mapping skills, but the main Purpose in this tutorial is how to make a FUNCTIONAL map, not how to make it look pretty. Like I said, I will be teaching more proper, and more advanced mapping later on.

Aircraftkiller wrote on Fri, 13 January 2012 11:07We already have basic tutorials.

Mmmmk.. Who says there can't be more? Plus, this entire series won't just be based off of the basics, and how to make it function, I just needed a quick plane to show how to place buildings, make tiberium, assigning building controllers, waypaths, weather settings, and then moving on to more advanced terrain. That was the plan anyway.

I might consider making a seperate series that is more advanced since most of you guys are complaining about the sloppyness.