
Subject: Mapper Needed.

Posted by [cnc95fan](#) on Fri, 07 Dec 2007 22:54:54 GMT

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Hi, we are desparatly looking for a skilled mapper to help us with our mod, as we lack one. For more info on the mod Visit:

<http://www.battlefordune.co.uk>

<http://www.moddb.com/mods/10050/battle-for-dune>

<http://www.moddb.com/groups/111/bfd-dev-group>

Thanks for your time.

Subject: Re: Mapper Needed.

Posted by [cpjok](#) on Sat, 08 Dec 2007 00:02:26 GMT

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Hey Looks Like A Good Mod I Like The Robot Charector

I Know Some Basic Mapping But Not That Good But I Would Help If I Did

Subject: Re: Mapper Needed.

Posted by [cnc95fan](#) on Sat, 08 Dec 2007 00:07:23 GMT

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Well, if you can show us a decent map that you made we'de be very interested.

Register at our forums www.battlefordune.co.uk

Subject: Re: Mapper Needed.

Posted by [cpjok](#) on Sat, 08 Dec 2007 00:15:53 GMT

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lol registerd on forums already and posted for the updates

<http://www.renegadeforums.com/index.php?t=msg&th=26882&start=0&rid=23242>

thas my last map i made but i did say i arnt that good but i would help

Subject: Re: Mapper Needed.

Posted by [cpjok](#) on Sat, 08 Dec 2007 00:18:09 GMT

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i will work on one and see what i can do later

Subject: Re: Mapper Needed.

Posted by [bisen11](#) on Sat, 08 Dec 2007 07:12:42 GMT

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You kind of made me in the mood to map so I may make a map for you, but not intrested in joining a team and being a full mapper. Oh and my stuff isn't the best but should provide a decent play xP . Also I suck at texturing plus it sounds like you have your own so you guys will have to texture it if and when I finish. And ofcourse add your own crazy buildings to it and do the LE stuff.

Subject: Re: Mapper Needed.

Posted by [cnc95fan](#) on Sat, 08 Dec 2007 11:00:25 GMT

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Heh, thanks fo rthe help, but have a look at the map in our moddb site..

<http://www.moddb.com/mods/10050/battle-for-dune> lol. It needs to be full of dunes..

Subject: Re: Mapper Needed.

Posted by [cpjok](#) on Sat, 08 Dec 2007 12:34:53 GMT

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i looked at the maps have to be sunny and texture desert we should beable to do that but theres bno walls or blockers for b2b

Subject: Re: Mapper Needed.

Posted by [cpjok](#) on Sat, 08 Dec 2007 12:43:40 GMT

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if theres no walls to block b2b i can do them perfect

Subject: Re: Mapper Needed.

Posted by [cpjok](#) on Sat, 08 Dec 2007 13:17:45 GMT

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i have map ready to add BFD texture and others

Subject: Re: Mapper Needed.
Posted by [crazfulla](#) on Mon, 10 Dec 2007 16:20:32 GMT
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Please stop posting like 3 times in a row. 1 post is sufficient.

On topic, I might be persuaded to scratch your back, if you would be so kind as to scratch mine ...
(*points to siggy)

Subject: Re: Mapper Needed.
Posted by [cnc95fan](#) on Mon, 10 Dec 2007 16:25:33 GMT
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Lul, ok head over to www.battlefordune.co.uk and well see what we can do.

Subject: Re: Mapper Needed.
Posted by [crazfulla](#) on Mon, 10 Dec 2007 16:31:04 GMT
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cnc95fan wrote on Mon, 10 December 2007 10:25Lul, ok head over to www.battlefordune.co.uk and well see what we can do.
I have never played BFD, lawls. But I can make maps piece of piss. I would direct you to our site but...

Subject: Re: Mapper Needed.
Posted by [cnc95fan](#) on Mon, 10 Dec 2007 16:53:04 GMT
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Ok, i see where this is going, talk to me on pm, or msn me @ daleparish13@hotmail.com

Subject: Re: Mapper Needed.
Posted by [Oblivion165](#) on Mon, 10 Dec 2007 18:40:03 GMT
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@cpjok Seriously man, stop double posting.

I swear when I get modoratorship I'm going back and merging every single double + posts you ever made.

Subject: Re: Mapper Needed.
Posted by [jnz](#) on Mon, 10 Dec 2007 18:43:49 GMT
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Oblivion165 wrote on Mon, 10 December 2007 18:40@cpjok Seriously man, stop double posting.

I swear when I get modoratorship I'm going back and merging every single double + posts you ever made.

Made me lol.

Subject: Re: Mapper Needed.
Posted by [Oblivion165](#) on Mon, 10 Dec 2007 18:49:41 GMT
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I hope "when", I'm going to give it another 6mo to a year and if I'm still not then I need to move on.

I want it the right way though, voted in like any moderator should.
(Happened once, might happen again)

Subject: Re: Mapper Needed.
Posted by [cpjok](#) on Mon, 10 Dec 2007 18:51:46 GMT
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i will not stop double posting like i said over 5 times i do not have a edit button

Subject: Re: Mapper Needed.
Posted by [Oblivion165](#) on Mon, 10 Dec 2007 18:54:32 GMT
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Yes you do, it's impossible for your computer to parse the entire php forum and just skip the edit button.

File Attachments

1) [edit button.jpg](#), downloaded 720 times



Subject: Re: Mapper Needed.

Posted by [cpjok](#) on Mon, 10 Dec 2007 19:00:54 GMT

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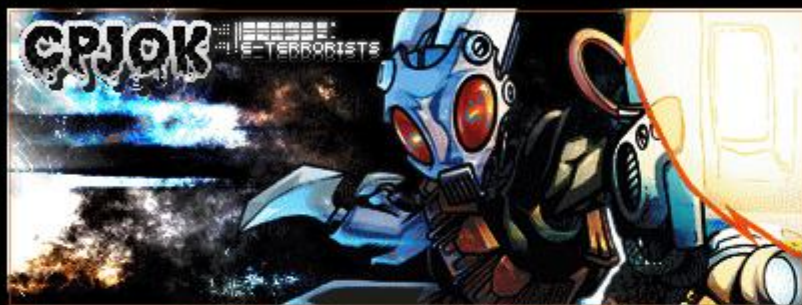
heres a ss showing i do not have that button

File Attachments

1) [No Edit.JPG](#), downloaded 494 times

www.blood-zone.co.nr

i will not stop double posting like i said over 5 times i do not have a edit button



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Re: Mapper Needed. [message #302299]



Oblivion165 
Messages: 3239
Registered: June 2003
Location: Greenville, SC

General (3 Stars)

Yes you do, it's impossible for your computer to parse the entire php forum and just skip the edit button.

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Mon, 10 December 2007 13:51

Attachment: [edit button.jpg](#)
(Size: 15.54KB, Downloaded 3 time(s))

WOL: [Ob165ion](#) Skype: [Oblivion165](#) YIM: [Oblivion165](#) AIM: [Oblivion165](#) MSN: Oblivion165@yahoo.com (Dont email this, I dont check it)

From the beginning to the end, welcome to Oblivion.

Renhelp.net All the tutorials you've ever searched for!

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Mod Forum

Subject: Re: Mapper Needed.
Posted by [Genesis2001](#) on Mon, 10 Dec 2007 19:07:09 GMT
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You only get an edit button for thirty minutes.

~MathK1LL

File Attachments

1) [edit.png](#), downloaded 553 times

Post Form	
Logged in user:	MathK1LL [logout]
Forum:	Mod Forum
Title:	Re: Mapper Needed.
Message Icon:	<input checked="" type="radio"/> No Icon
Smiley Shortcuts: [list all smilies]	
Formatting Tools:	B <i>I</i> <u>U</u> Size <input type="text"/> Color <input type="text"/>
Body:	You only get an edit button for thirty minutes.
Forum Options HTML code is OFF FUDcode is ON Images are ON Smilies are ON Editing Time Limit: 30 minutes	

Subject: Re: Mapper Needed.
Posted by [Oblivion165](#) on Mon, 10 Dec 2007 19:07:12 GMT
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And here is a screenshot of your picture showing you missed some alias when editing your picture. The fact is you want to have a high post count so you refuse to follow the rules because they stand in your way.

File Attachments

1) [Edited.jpg](#), downloaded 841 times

Report message



Mon, 10 Dec 2007

Subject: Re: Mapper Needed.

Posted by [cpjok](#) on Mon, 10 Dec 2007 19:08:28 GMT

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lol i saved it as jpeg it messes everything up and coulор dont know why paint dose that

Subject: Re: Mapper Needed.

Posted by [Genesis2001](#) on Mon, 10 Dec 2007 19:09:05 GMT

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Nice catch there Oblivion.

EDIT:

cpjok wrote on Mon, 10 December 2007 12:08lol i saved it as jpeg it messes everything up and coulор dont know why paint dose that

>_> Nice lies.

Subject: Re: Mapper Needed.

Posted by [Oblivion165](#) on Mon, 10 Dec 2007 19:09:48 GMT

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The entire bar is free of alias, thats the only spot along the whole thing that has any...odd that it would be right under where the button would be.

Subject: Re: Mapper Needed.
Posted by [cpjok](#) on Mon, 10 Dec 2007 19:14:37 GMT
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and when you save as gif it messes up aswell it is perfect as bmp but that file is 3.5 MB so i carnt upload

Subject: Re: Mapper Needed.
Posted by [Oblivion165](#) on Mon, 10 Dec 2007 19:16:36 GMT
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We are all aware of quality loss. That wouldn't account for the magical alias that is only on that part of the bar. The image has alias everywhere that there is something, thats why the bar is smooth alllllllll the way to the left but aliased right where that button was.

Subject: Re: Mapper Needed.
Posted by [Genesis2001](#) on Mon, 10 Dec 2007 19:18:23 GMT
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+1 post.

~MathK1LL

Subject: Re: Mapper Needed.
Posted by [cpjok](#) on Mon, 10 Dec 2007 19:23:21 GMT
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This Is It As BMP

And This Is GIF

The BMP Will Take Awhile To Load But It Will Still Show Depends On Your Net speed

File Attachments

1) [ss No Edit.gif](#), downloaded 493 times

Mon 10 Nov

Attachment: [Edited.jpg](#)
(Size: 115.43KB, Downloaded 4 time(s))

WOL: [Ob165ion](#) Skype: [Oblivion165](#) YIM: [Oblivion165](#) AIM: [Oblivion165](#) MSN: [Oblivion165@yahoo.com](#) (Dont email this, I dont check it)


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Re: Mapper Needed. [message #302307]

oni

[cpjok](#) 

Recruit

Messages: 114
Registered: September 2007

V

[www.blood-zone.co.nr](#)

lol i saved it as jpeg it messes everything up and color dont know why paint dose that



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Subject: Re: Mapper Needed.

Posted by [Oblivion165](#) on Mon, 10 Dec 2007 19:28:38 GMT

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I don't think you get the point here....of course you can go back and photoshop (or in your case MsPaint) and image better...you got caught, you screwed up. You don't get a do-over when your trying to lie with fake evidence.

Subject: Re: Mapper Needed.

Posted by [cpjok](#) on Mon, 10 Dec 2007 19:55:07 GMT

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lol i arnt lieing i dont have any program like your talking about i only have original paint and photo shop trial has ended so i carnt use that since yeterday

Subject: Re: Mapper Needed.

Posted by [R315r4z0r](#) on Mon, 10 Dec 2007 20:20:17 GMT

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I'm sorry to continue this off topicness however I have someone's bubble to burst.

Oblivion. Did you double check that image with an image you could create? Sorry to burst your bubble, but I don't think he forged that image.

This is what I want you to do. Screen shot this post, or a post of yours that doesn't have an Edit Button. Much like this one here:

<http://i27.photobucket.com/albums/c175/r315razor/Post1.jpg>

After you screen shot it, go and open up MS Paint. Now paste the image into the screen and then go to file save. Save the image as a JPEG. Then, once it is saved, use the x6 zoom and go down to the edit button. It should end up looking something like this:

<http://i27.photobucket.com/albums/c175/r315razor/Post2.jpg>

As you can see, those "magic" colors are there, and I did nothing to edit it. And if you did it too, than you should see that they DO show up.

Subject: Re: Mapper Needed.

Posted by [cnc95fan](#) on Mon, 10 Dec 2007 20:23:13 GMT

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:L this retardedness has made it almost impossible for me to keep track of whos up for mapping and whos not.

Subject: Re: Mapper Needed.

Posted by [Oblivion165](#) on Mon, 10 Dec 2007 20:23:40 GMT

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razorblade001 wrote on Mon, 10 December 2007 15:20

Oblivion. Did you double check that image with an image you could create? Sorry to burst your bubble, but I don't think he forged that image.

You have to use his original image that he uploaded, not the one he edited later.

razorblade001 wrote on Mon, 10 December 2007 15:20

As you can see, those "magic" colors are there, and I did nothing to edit it. And if you did it too, than you should see that they DO show up.

No they are not.

Subject: Re: Mapper Needed.

Posted by [cpjok](#) on Mon, 10 Dec 2007 20:29:28 GMT

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Oblivion165 can make maps see if he will help aswell

and anyway if i took ss and never edited it that image will look exactly same as the 1st one i posted

Subject: Re: Mapper Needed.

Posted by [R315r4z0r](#) on Mon, 10 Dec 2007 20:32:56 GMT

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The image I used was neither. It was a shot that I took myself of a completely different post.

Also, I found another reason why I don't believe it was edited:

Take a look at your OWN screen shot that you say is proof of him editing. Take note of the distance between the line you point out and the Reply Button.

Now take a look at your other screen shot showing him that an Edit button exists. Now compare the distances from the "edit line" and the Edit Button in both images.

Another thing to take note of is that EACH PIXEL is a different color, not just 2 streaks of different shades of green.

My point is this: If he was going to edit the image down to something that small, why would he:
1. Edit the empty green space past the edit button, as the green lines you pointed out suggest.
2. Bother to make both lines two solid colors of green (2 different shades) when they were originally a multitude of different shades. Why wouldn't he just, while he was at it, not match the color around the rest of the button?

Subject: Re: Mapper Needed.
Posted by [cnc95fan](#) on Mon, 10 Dec 2007 20:37:01 GMT
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Can you argue about this somewhere else please?

Subject: Re: Mapper Needed.
Posted by [R315r4z0r](#) on Mon, 10 Dec 2007 20:37:43 GMT
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Yes, I agree, I apologize.

Subject: Re: Mapper Needed.
Posted by [cpjok](#) on Mon, 10 Dec 2007 20:37:50 GMT
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why everyone arguing about a edit button i dont have one and sometimes there is one last time i had one was 2 days ago

lets just say my pic is fake and stop arguing and moaning about a stupid edit button that doesnt help

as if you edit a post asking another question in the forums it wont say it has new post so no one will look and then you dont get help

Subject: Re: Mapper Needed.
Posted by [Oblivion165](#) on Mon, 10 Dec 2007 20:37:52 GMT
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Your not looking at the red arrow, the POINT was that area where the RED ARROW is POINTING....you know the thing I put on there to POINT out the EXACT thing I was referring to...the thing at the very POINT of that arrow...the POINT...of the arrow...

lol enough of that.

As you can see that one spot is free and clear of the alias because there wasn't an edit button there in your screenshot to make it.

Subject: Re: Mapper Needed.
Posted by [cpjok](#) on Mon, 10 Dec 2007 20:39:37 GMT
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i will use the button when ever it shows on the forums and sorry for ppl moning and argueing on your thread

just make another and start again it will help more makeing another

Subject: Re: Mapper Needed.
Posted by [cnc95fan](#) on Mon, 10 Dec 2007 20:41:35 GMT
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Sigh.

Subject: Re: Mapper Needed.
Posted by [cpjok](#) on Mon, 10 Dec 2007 20:55:49 GMT
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So Oblivion165 You Can Make Maps Carnt You. You Have been Makeing Them For Ages I Think Why Dont You Help Make BFD Maps

Subject: Re: Mapper Needed.
Posted by [cnc95fan](#) on Mon, 10 Dec 2007 20:56:39 GMT
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If he wants to, he'll offer, but I think hes probably too busy now.

Subject: Re: Mapper Needed.
Posted by [cpjok](#) on Mon, 10 Dec 2007 20:57:52 GMT
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Probaly I Think Hes A Modeler And If Makeing Some Other Mod Im Not Sure

Subject: Re: Mapper Needed.

Posted by [Oblivion165](#) on Mon, 10 Dec 2007 21:21:23 GMT

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I don't work for any mod team, the only thing I do Renegade related now is a few things here and there for Roleplay 2.

I'm never busy but every single time I make a map for any mod they always quit. I spend lots of time on making a quality map but then two weeks later the mod just disappears in to oblivion.

RP2 is a solid mod with a solid leveledit manager.

Subject: Re: Mapper Needed.

Posted by [Ethenal](#) on Mon, 10 Dec 2007 22:15:33 GMT

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Woops.
