

TNM NEWSLETTER

I'm proud to give you, the first issue of the TNM NEWSLETTER, which will hopefully be a weekly thing, or if I find there is not enough news, I will switch it to biweekly. I hope that this newsletter will be an effective method of keeping all TNM team members "in the loop." We do have the forums, but not everyone checks them all the time, and not everything ends up getting posted, so I plan to put everything important that has happened in the past week in the newsletter. If anyone would like something to be put in the newsletter, but email it to me and I'll put it in. It should arrive in your inbox sometime every weekend, I'll try to keep things consistent, but sometimes I get busy with other things.

We currently have Jonas and Luminous Path at work on the plot and conversations part of things, which is a big job but they say they only have a few major conversations to go, and then the flags to do up. I've been looking over their work and it's excellent. The hardest part about the cons is going to be the voice acting, it will be an enormous job, but we will save it until we have everything else done, so we can satisfy the community with screenshots and the like until we get the voice acting in.

We recently acquired a new coder, who is having some hardware problems and can't run any 3d games so it's causing him some trouble, but when he gets that sorted out he will get started on remaking all the Weapon Shop code that was lost when Winq ran away to the arctic.

We also have a sound tech, who will be filtering all the voice acting samples for us, but for now he's hard at work making up some custom sounds for the weapons and some of the models.

The skinning and texturing is coming along fine, Yardbomb has done most, if not all of the NPCs so is going to be looking for some work real soon. Abom is working on some brand new core textures, some new glass window textures, sky textures etc. I am should also have a compiled texture file ready for use soon.

The mapping side of things has great news. We recently signed on Kevin, who has mapped for several other games and has now joined our team. He is working on the DX Incarnate map and already has a great start, the map is shaping up to have a lot of atmosphere which is exactly what we want. The DXI map is going to have a lot of halflife-ish aspects, like crumbling floors and traps. Jonas is working on making up some concept art for WorldCorp so I should be able to get started on that soon, in the meantime I've taken to working on a small map of Ghand's underwater prison, which is looking fairly nice and will probably end up being an easter egg with some conversations done by Ghand himself. The other map we have in production right now is the PDX HQ, which is being constructed by Tre. We have a fair number of maps that are started, but not finished due to mappers leaving. We may hire on another mapper if one offers but I'm not going to go out looking for one just yet.

Lastly, if you have not yet noticed, there is a new version of TNM.u up on the teamFTP, it contains all TNM classes and models, as well as plenty

of the models from the Endimia site. There is also a contents file that will tell you where all the classes are located, for your mapping convenience. There are several different light fixture models from the Endimia site that don't actually light up, so they may have to be fixed by Phas. Speaking of models, another modeler has asked to join us, he does not yet know how to import models into DX, but as soon as he figures that out Phas has given me the okay to hire him to help out with modeling.

Until next week, keep your stick on the ice.

Trestkon