

## TNM NEWSLETTER

The new issue has arrived, and there is quite a bit of news, most of it good so lets get started.

We have yet another team member! Lets all give a warm welcome to Admiral Justin, who will be filling the newly created and very neat position of Map Texture Technician (or something) He will be taking the finished maps and going through them, changing, switching or importing new textures where needed and making the maps look generally better. His first map is The Weapon Shop, and he's already started work on it.

Phas has redone the Firestaff model as the original file was lost. It now has a bash animation as well as a shootfire animation. When the staff runs out of mana, the player will still be able to set people alight by bashing them with the staff. We may have to adjust this a little for optimum gameplay but that's the gist of it. The akimbo model and animation is also finished and looking great. Both models have been handed over to Kronowolf (I know that's not what he's called in the credits, this is the alias that sticks in my head) He's busy with various real life things but is going to code them up as soon as he can, so we can let loose our inner desire to bash people with flaming sticks and shoot two guns just like 007.

Ghargoil has informed me that he is very busy with various real world things and so won't be able to finish the goat temple for a while. Never fear though, DT is here! He claims to have reached his inner mapper and smashed the mappers block into very small pieces and will be working on the Goat Templeae once again. That is, if he can tear himself away from his new cute little puppies (he did name one Trestkon, right?) I still haven't gotten a response from the mapper that wanted to help us out, so I'm not sure how that going to work out, but we shall see. Tre is still chugging away on PDXHQ and it looks right nice, he's also made some use of the new models which is nice to see.

Dark Templar is also working on the new site, if you've been checking the forums you have most likely seen his very cool TNM logo. He says the ETA is some time next week, but he's learning as he goes to don't hold him to it to much;) When completed, updating the POTW will be much simpler, plus, it looks very nice, thank Jonas for the graphics. If the mood strikes me, I may undertake the arduous task of changing all the old POTW logos from OTF to OTP (Off Topic Productions) as it makes a basket load more sense.

I should also get on making the texture package, If I can remember how we decided to do it.

Many thanks to Jonas for the new newsletter layout!

I'd just like to leave you with this bit of advice: If you ever meet a talking dog on the street, and he tells you to follow him, do it. He will most likely lead you to riches...or doom...but probably riches....yes.

Trestkon