

TNM NEWSLETTER

This issue may be late (probably going to happen a lot) but there's still a fair bit of news to catch up on, so hang onto your hats, shoes, and other articles of clothing.

Probably the biggest thing we have going on is the new website. It's been a bit of a bugger to get up. First, we had Jonas's design, and then we had DT's excellent render, and now, we have AsylumX, the creator of the Dxediting.com site working on it. Unfortunately, he decided not to go with DT's designs and instead opted to create his own. He's going to be doing it in flash, which he says will actually be smaller than the HTML version. When he does finish it, I'm planning on doing a nice grand opening, with plenty of new screenshots and news, seeing as how the site updates have been few and far between of late.

Kronowolf The Coder has finished up his work in his Collage play (apparently it was a smash hit) and should be able to get down to some coding soon. His first order of business will be the double Akimo Pistols, for no other reason than that they are so cool! He'll also have the responsibility of redoing the weaponshop code that Winq ran away with.

Admiral Justin has been working quite hard on his level texturing and has finished up the WeaponShop as well as most of the Space Station, you can find the finished files in his FTP folder.

The mapping side of things has been a bit sluggish lately, but once we get this site launched, I want to get everything back up to speed and start churning out those levels. Kevin, who is working on DXI is busy, but I'm hoping he will be back soon. Tre, although I haven't spoken to him in a while (I'll have to email him) is still working on PDX. We actually are in fair need on at least 1 more mapper, so with all the hupla that I'll raise for the new site, I'll try and pull one in. I've actually been taking a little break and started work on a little DXMP level, which you can find here. But don't worry, once we get back in gear, I have Jonas's fine concept art to keep me inspired for WC.

Once of the thigns I've been thinking about lately is the Bonus Stuff. I find that it's taking a long time, and not really getting anywhere. Now, I know we put in a lot of work for it, but it just doesn't seem to be going anywhere, so I was thinking that we could leave it until we are done the mod proper, then quickly finish is up and release it maybe 3 weeks before the full mod. It would probably work better then releasing it now and having people start to hound us even more about when the mod will be finished. But dont' worry, we will release the Bonus Stuff, we can't let something so funny go to waste:)

Also, all you chronos people, I may have jobs for you again soon, so watch for me in the dark alleys, and under your beds.

Trestkon