

Date: 7/1/2001

## Map Information

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Game: Quake3:Arena  
Title: flatiron  
File: fi\_ctf1m.pk3  
Author: Byron Franek, aka "Snickelfritz"  
Email Address: [byron@azstarnet.com](mailto:byron@azstarnet.com)  
URL: [http://www.azstarnet.com/~byron/q3level\\_editing/tutorials/](http://www.azstarnet.com/~byron/q3level_editing/tutorials/)  
Description: Very large and complex vQ3 CTF map.  
Map contains 2 large, alphamapped, spiraled-crater-shaped terrains for the base areas,  
connected by a network of subterranean tunnels and corridors.

## Play Information

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Tourney: no  
Deathmatch: no  
CTF: 8 vs 8 recommended, 4 vs 4 minimum.(this map is HUGE)  
Bot File (aas): yes  
New Sounds: yes  
New Graphics: yes, some original and others from modified idsoftware images from Quake3:Arena.  
New Music: no  
Recommended Hardware: PentiumIII or equivalent Athlon processor w/ TNT2ultra, GeForce or Radeon graphics.  
\r\_speeds peak at about 12-16,000 in a few spots and generally run about 5-6,000 in most collision areas.

## How to Play:

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1. Place fi\_ctf1m.pk3 in your /baseq3/ folder
2. Start quake3arena  
The map should appear in the skirmish menu in ctf mode.

## Info

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This is my first officially released map and fourth major project. Development time was approximately 6 months.  
The map dimensions are 6,912 x 13,056 x 4,608 units.  
There are approximately 16,000 brushes in the map.  
Special thanks to the crew over at Quake3world.com level editing forums; I could never have finished this without your help.

## Construction

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Hardware: Abit SH6/PentiumIII933/GeForce3/192MB  
Apple 7600/G3 400/Rage128/240MB  
Editor: gtkRadiant 1.1TA  
Other Progs: Adobe Photoshop 5.5  
Adobe Pagemaker 6.5  
Macromedia Freehand 8.0  
Q3ase  
Curry plugin  
Editpad  
Known Bugs: none known  
Build Time: 6 months

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