

Date: 7/1/2001

Map Information

Game: Quake3:Arena
Title: flatiron
File: fi_ctf1m.pk3
Author: Byron Franek, aka "Snickelfritz"
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URL: 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

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:

1. Place fi_ctf1m.pk3 in your /baseq3/ folder
2. Start quake3arena
The map should appear in the skirmish menu in ctf mode.

Info

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

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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