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Subject: Dead 6 Mod

Posted by [cowmisfit](#) on Mon, 03 May 2004 10:51:50 GMT

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PiMuRhoIRON-FARThalf-Life (one) is a very old game. The modding/mapping techniques between that and HL2 have undoubtedly changed. So a HL1 modder wouldn't be that useful for HL2.

However modeling or producing sounds would. Just learn to map on HL2 or use your modeling skills if you want to be on the team to help out.

Actually, it just uses an evolution of the same editor (Hammer), so a HL mapper could pick it up very quickly. The biggest changes are the use of displacement maps, the new material system and the integrated I/O system, but it's nothing a competent mapper wouldn't be able to pick up quickly.

lol yea what he said I really want to help, its both of my favorite game series crashing into one

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