

Introduction /

In this document, I'm going to cover a utility that I have been designing to showcase my old [Quake III Arena] [mapping portfolio], as my [portfolio] shows that I have a keen eye for [design]. Whether that be [graphic design], [game design], [drafting and design], [network design], [system design], or whatever ends in the word [design] that has something to do with [(a) computer(s)], [(a) network(s)], and [mathematics]...

Chances are, I have experience [designing] stuff that relates to [security engineering], as well as [system administration], [network administration], [application development], [virtualization], [network + hardware magistration], [repairing hardware], or whatever.



Now, I did not pay a guy to make these graphics. Nor did I just so happen to know a guy, who knows another guy, who knows another guy, who knows how to make these graphics, nah. No chain of guy-knowing goin' on here, folks...

I know how to create them myself. Now, are they the most jaw-dropping graphics in the world...?

No. However, uh- what they [illuminate] is that I just so happen to be a [design artist] who has fearlessly trodden down the not-so-beaten path, facing [adversity] and [trouble] around every corner along the way.

Function /-----\

What I'm going to do, is paste the `[function wrapper]` into the following `[table]`. One thing that people will notice with the way that I create these `[documents]`, is that I like to use `[tables]` and even `[nested tables]`.

That's because way back in (2001), I used `[tables]` to create the website on `[PlanetQuake]`, because I had an eye for `[exactness]` and making things look `[clean]`, `[slick]`, and `[mathematically sound]`.

When it concerns the `[tables]` in this `[document]`, I'm using an outside `[table]` to act as (padding+margin), so that the `[inside table]` will be able to host the `[content]` of the `[script]` without me having to make adjustments to the code. I can just (copy+paste) portions of the `[script]` I wrote and showcased in this video...

| 07/30/2023 | `2023_0730`-(Shopping Maul (XAML)) | <https://youtu.be/LEiVoLIoD5Y> |

After I paste the `[function wrapper]`, I'm going to copy+paste the `[individual classes]` into their own corresponding setup that is virtually identical to the `[table structure]` below.

```
<#
.SYNOPSIS
.DESCRIPTION
.LINK
.NOTES

//=====\\
// Script                                     \\
\\ Date      : 2023-07-30 21:54:31          \\
\\=====\\

  FileName   : Invoke-ShoppingMaul.ps1
  Solution   : [FightingEntropy()][2023.4.0]
  Purpose    : For managing Michael C. "<|3FG20K>" Cook's [Quake III] mapping portfolio
  Author     : Michael C. Cook Sr.
  Contact    : @mcc85s
  Primary    : @mcc85s
  Created    : 2023-07-30
  Modified   : 2023-07-30
  Demo       : https://youtu.be/LEiVoLIoD5Y
  Version    : 0.0.0 - () - Finalized functional version 1
.Example
#>

Function Invoke-ShoppingMaul
{
    # // =====
    # // | Insert classes here |
    # // =====

    # // =====
    # // | Returns the controller class with all of the embedded classes as methods |
    # // =====

    [ShoppingMaulController]::New()
}
```

-----/ Function

/-----\ Class `[NewsEntryItem]` /

```
# // =====
# // | Represents a single news post/item |
# // =====

Class NewsEntryItem
{
    [UInt32]          $Index
    Hidden [DateTime] $Real
```

```

[String]      $Date
[String]      $Title
[String]      $Content
NewsEntryItem([UInt32]$Index,[String]$Date,[String]$Title,[String]$Content)
{
    $This.Index    = $Index
    $This.Real     = [DateTime]$Date
    $This.Date     = $Date
    $This.Title    = $Title
    $This.Content  = $Content
}
[String] ToString()
{
    Return "<ShoppingMaul.NewsEntry[Item]>"
}
}

```

Class [NewsEntryList] /

Class [NewsEntryItem]

```

# // =====
# // | Represents a list of all news posts/items |
# // =====

Class NewsEntryList
{
    [String] $Path
    [Object] $Output
    NewsEntryList([String]$Path)
    {
        If (![System.IO.Directory]::Exists($Path))
        {
            Throw "Invalid path"
        }

        $This.Path = $Path
        $This.Clear()
    }
    Clear()
    {
        $This.Output = @( )
    }
    [Object] NewsEntryItem([UInt32]$Index,[String]$Date,[String]$Title,[String]$Content)
    {
        Return [NewsEntryItem]::New($Index,$Date,$Title,$Content)
    }
    Add([String]$Date,[String]$Title,[String]$Content)
    {
        $This.Output += $This.NewsEntryItem($This.Output.Count,$Date,$Title,$Content)
    }
    Export([UInt32]$Index)
    {
        If ($Index -gt $This.Output.Count)
        {
            Throw "Invalid index"
        }

        $Item    = $This.Output[$Index]
        $Target   = "{0}\{1}.txt" -f $This.Path, $Item.Real.ToString("yyyyMMdd")
        $Content  = $Item | ConvertTo-Json

        [System.IO.File]::WriteAllLines($Target,$Content)
    }
    ExportAll()
    {
        For ($X = 0; $X -lt $This.Output.Count; $X++)
        {

```

```

        $This.Export($X)
    }
}
Import([String]$Fullname)
{
    If ($Fullname -notmatch ".+\.txt")
    {
        Throw "Invalid file type"
    }

    $Content = [System.IO.File]::ReadAllLines($Fullname) | ConvertFrom-Json

    $This.Add($Content.Date,$Content.Title,$Content.Content)

    $This.Rerank()
}
ImportAll()
{
    $This.Clear()

    $List = Get-ChildItem $This.Path *.txt

    For ($X = 0; $X -lt $List.Count; $X++)
    {
        $This.Import($List[$X].Fullname)
    }
}
Rerank()
{
    $This.Output = @($This.Output | Sort-Object Real -Descending)

    For ($X = 0; $X -lt $This.Output.Count; $X++)
    {
        $This.Output[$X].Index = $X
    }
}
[String] ToString()
{
    Return "<ShoppingMaul.NewsEntry[List]>"
}
}

```

```
Enum [MapEntryName]
```

```
Class [NewsEntryList]
```

```

# // =====
# // | Enumerates all maps |
# // =====

Enum MapEntryName
{
    _bfgdm1
    _bfgdm2
    _bfgdm3
    _bfgdm4
    _bfgdm3a
    _20kdm1
    _hellra3map1
    _20kdm2
    _20kctf1
    _20kdm3
    _20230717
}

```

```
Class [MapEntryDescription]
```

```
Enum [MapEntryName]
```

```

# // =====
# // | Provides a map description and other properties |
# // =====

Class MapEntryDescription
{
    [String[]] $Content
    [String] $Load
    [String] $Modes
    [String] $Custom
    [String] $Mod
    MapEntryDescription([String[]]$Content,[String]$Load,[String]$Modes,[String]$Custom,[String]$Mod)
    {
        $This.Content = $Content
        $This.Load = $Load
        $This.Modes = $Modes
        $This.Custom = $Custom
        $This.Mod = $Mod
    }
    [String] ToString()
    {
        Return $This.Content
    }
}

```

```
Class [MapEntryImageItem]
```

```
Class [MapEntryDescription]
```

```

# // =====
# // | Effectively links the code behind to individual map screenshots |
# // =====

Class MapEntryImageItem
{
    [UInt32] $Index
    [String] $Name
    [String] $Fullname
    MapEntryImageItem([UInt32]$Index,[String]$Fullname)
    {
        $This.Index = $Index
        $This.Name = Split-Path -Leaf $Fullname
        $This.Fullname = $Fullname
    }
    [String] ToString()
    {
        Return $This.Name
    }
}

```

```
Class [MapEntryImageList]
```

```
Class [MapEntryImageItem]
```

```

# // =====
# // | Scours and collects all available map screenshots |
# // =====

Class MapEntryImageList
{
    Hidden [String] $Path
    [Object] $Output
}

```

```

MapEntryImageList([String]$Path)
{
    If (![System.IO.Directory]::Exists($Path))
    {
        Throw "Invalid path"
    }

    $This.Path = $Path
    $This.Clear()
}
Clear()
{
    $This.Output = @( )
}
[Object] MapEntryImageItem([UInt32]$Index,[String]$Fullname)
{
    Return [MapEntryImageItem]::New($Index,$Fullname)
}
Add([String]$Fullname)
{
    $This.Output += $This.MapEntryImageItem($This.Output.Count,$Fullname)
}
Import()
{
    $List = Get-ChildItem $This.Path *.jpg

    For ($X = 0; $X -lt $List.Count; $X++)
    {
        $This.Add($List[$X].Fullname)
    }
}
Reindex()
{
    ForEach ($Item in $This.Output)
    {
        $Name = "{0}\{1:d2}.jpg" -f $This.Path, $Item.Index
        [System.IO.File]::Move($Item.Fullname,$Name)
    }
}
[String] ToString()
{
    Return "{0} {1}" -f $This.Output.Count, (Split-Path -Leaf $This.Path)
}
}

```

Class [MapEntryItem]

Class [MapEntryImageList]

```

# // =====
# // | Acts as a controller for (creation/export/import) map entries |
# // =====

Class MapEntryItem
{
    [UInt32]      $Index
    [String]      $Name
    [String]      $Title
    Hidden [DateTime] $Date
    [String]      $Build
    [TimeSpan]    $Time
    [String]      $Age
    Hidden [String] $Path
    [Object]      $Description
    Hidden [Object] $Readme
    [Object]      $Archive
    [Object]      $Image
    MapEntryItem([UInt32]$Index,[String]$Name)
}

```

```

{
    $This.Index      = [UInt32][MapEntryName]::$Name
    $This.Name       = $Name.TrimStart("_")
}
MapEntryItem([Object]$Item)
{
    $This.Index      = $Item.Index
    $This.Name       = $Item.Name

    $This.SetDateTitle($Item.Date, $Item.Title)
    $This.SetPath($Item.Path)

    $Info            = $Item.Description
    $This.SetDescription($Info.Content, $Info.Load, $Info.Modes, $Info.Custom, $Info.Mod)
}
SetDateTitle([String]$Date, [String]$Title)
{
    $This.Title      = $Title
    $This.Date       = $Date
    $This.Build      = $This.Date.ToString("MM/dd/yyyy HHmm")
    $This.Time       = [TimeSpan]([DateTime]::Now-$This.Date)
    $This.GetAge()
}
SetPath([String]$Fullname)
{
    $This.Path       = $Fullname
    $This.Image      = $This.MapEntryImageList($Fullname)
    $This.Image.Import()

    ForEach ($Item in Get-ChildItem $Fullname | ? Name -match ".+\.(pk3|txt)")
    {
        Switch ($Item.Extension)
        {
            .pk3 { $This.SetArchive($Item.Fullname) }
            .txt { $This.SetReadme($Item.Fullname) }
        }
    }

    If (!$This.Readme)
    {
        $This.Readme = "N/A"
    }
}
SetDescription([String[]]$Content, [String]$Load, [String]$Modes, [String]$Custom, [String]$Mod)
{
    $This.Description = $This.MapEntryDescription($Content, $Load, $Modes, $Custom, $Mod)
}
SetArchive([String]$Fullname)
{
    $This.Archive     = $Fullname
}
SetReadme([String]$Fullname)
{
    $This.Readme      = [System.IO.File]::ReadAllLines($Fullname)
}
[Object] MapEntryDescription(
    [String[]]$Content,
    [String]   $Load,
    [String]   $Modes,
    [String]   $Custom,
    [String]   $Mod)
{
    Return [MapEntryDescription]::New($Content, $Load, $Modes, $Custom, $Mod)
}
[Object] MapEntryImageList([String]$Path)
{
    Return [MapEntryImageList]::New($Path)
}
GetAge()
{
    # Actual floating point value of a [year] in [days]
    $Year      = 365.2425
}

```

```

# Actual floating point value of a [month] in [days]
$Month    = 30.436875

$Years    = $Null
$Months   = $Null
$Days     = $Null

# Year -> Returns remainder
$RemYear  = $This.Time.Days % $Year

# Year -> Removes remainder, then divides
$Years    = ($This.Time.Days-$RemYear)/$Year

# Month -> Returns remainder
$RemMonth = $RemYear % $Month

If ($RemMonth -match "NaN")
{
    $Months = 0
}
Else
{
    $Months = ($RemYear-$RemMonth)/$Month
    $Days   = [Math]::Round(($RemYear-($Months*$Month)))
}

$This.Age  = "{0}y {1}m {2}d {3}h {4}m {5}s" -f $Years,
    $Months,
    $Days,
    $This.Time.Hours,
    $This.Time.Minutes,
    $This.Time.Seconds
}

[String] ToString()
{
    Return "{0}/{1}" -f $This.Name, $This.Title
}
}

```

Class [MapEntryList]

Class [MapEntryItem]

```

# // =====
# // | Controls all of the available maps |
# // =====

Class MapEntryList
{
    [String] $Path
    [Object] $Output
    MapEntryList([String]$Path)
    {
        If (![System.IO.Directory]::Exists($Path))
        {
            Throw "Invalid path"
        }

        $This.Path = $Path
    }
    Clear()
    {
        $This.Output = @( )
    }
    [Object] MapEntryItem([UInt32]$Index,[String]$Name)
    {
        Return [MapEntryItem]::New($Index,$Name)
    }
}

```



```

}
[Object] MapEntryItem([Object]$Item)
{
    Return [MapEntryItem]::New($Item)
}
[Object] New([String]$Name)
{
    Return $This.MapEntryItem($This.Output.Count,$Name)
}
Export([UInt32]$Index)
{
    If ($Index -gt $This.Output.Count)
    {
        Throw "Invalid index"
    }

    $Item = $This.Output[$Index]
    $Target = "{0}\{1}.txt" -f $This.Path, $Item.Date.ToString("yyyyMMdd")
    $Content = $Item | ConvertTo-Json

    [System.IO.File]::WriteAllLines($Target,$Content)
}
ExportAll()
{
    For ($X = 0; $X -lt $This.Output.Count; $X++)
    {
        $This.Export($X)
    }
}
Import([String]$Fullname)
{
    If ($Fullname -notmatch ".+\.txt")
    {
        Throw "Invalid file type"
    }

    $Content = [System.IO.File]::ReadAllLines($Fullname) | ConvertFrom-Json

    $This.Output += $This.MapEntryItem($Content)

    $This.Rerank()
}
ImportAll()
{
    $This.Clear()

    $List = Get-ChildItem $This.Path *.txt

    For ($X = 0; $X -lt $List.Count; $X++)
    {
        $This.Import($List[$X].Fullname)
    }
}
Refresh()
{
    $This.Clear()

    $List = Get-ChildItem $This.Path -Directory

    ForEach ($Name in [System.Enum]::GetNames([MapEntryName]))
    {
        $Item = $This.New($Name)
        Switch ($Item.Name)
        {
            bfgdm1 { $Item.SetDateTitle("05/28/2000 09:07","Crossfire") }
            bfgdm2 { $Item.SetDateTitle("08/20/2000 14:42","Breakthru") }
            bfgdm3 { $Item.SetDateTitle("04/06/2001 18:01","Space Station 1138 (Original)") }
            bfgdm4 { $Item.SetDateTitle("05/04/2001 18:37","Suspended Animation") }
            bfgdm3a { $Item.SetDateTitle("05/05/2001 15:43","Space Station 1138 (Color)") }
            20kdm1 { $Item.SetDateTitle("07/20/2001 23:52","Tempered Graveyard") }
            hellra3map1 { $Item.SetDateTitle("07/26/2001 15:13","Dude, You Can Go To Hell") }
            20kdm2 { $Item.SetDateTitle("02/01/2002 23:16","Return to Castle: Quake") }
        }
    }
}

```

```

                20kctf1    { $Item.SetDateTitle("03/08/2003 05:12", "Out of My Head") }
                20kdm3    { $Item.SetDateTitle("09/09/2005 00:17", "Insane Products") }
                20230717 { $Item.SetDateTitle("07/17/2023 20:26", "07/17/2023 Test Map") }
            }

            If ($Item.Name -in $List.Name)
            {
                $List | ? Name -eq $Item.Name | % { $Item.SetPath($_.Fullname) }
            }

            $This.Output += $Item
        }
    }
    ReindexAll()
    {
        ForEach ($Item in $This.Output)
        {
            $Item.Reindex()
        }
    }
    Rerank()
    {
        $This.Output = @($This.Output | Sort-Object Date)

        For ($X = 0; $X -lt $This.Output.Count; $X++)
        {
            $This.Output[$X].Index = $X
        }
    }
    [String] ToString()
    {
        Return "<ShoppingMaul.MapEntry[List]>"
    }
}

```

Class [VideoEntryItem]

Class [MapEntryList]

```

# // =====
# // | Provides a description and other properties for a video |
# // =====

Class VideoEntryItem
{
    [UInt32]      $Index
    Hidden [DateTime] $Real
    [String]      $Date
    [String]      $Title
    [String]      $Resource
    Hidden [String] $Id
    [TimeSpan]    $Duration
    [String]      $Thumbnail
    [String[]]    $Description
    VideoEntryItem([UInt32]$Index, [String]$Date, [String]$Title, [String]$Resource, [String]$Duration)
    {
        $This.Index      = $Index
        $This.Real        = [DateTime]$Date
        $This.Date        = $Date
        $This.Title       = $Title
        $This.SetId($Resource)
        $This.Duration    = [TimeSpan]$Duration
    }
    VideoEntryItem([Object]$Item)
    {
        $This.Index      = $Item.Index
        $This.Real        = [DateTime]$Item.Date
        $This.Date        = $Item.Date
    }
}

```

```

        $This.Title = $Item.Title
        $This.SetId($Item.Resource)
        $This.Duration = [TimeSpan]::FromSeconds($Item.Duration.TotalSeconds)

        If ($Item.Thumbnail)
        {
            $This.SetThumbnail($Item.Thumbnail)
        }

        If ($Item.Description)
        {
            $This.SetDescription($Item.Description)
        }
    }
    SetId([String]$Resource)
    {
        $This.Resource = $Resource
        $This.Id = Split-Path -Leaf $Resource
    }
    SetThumbnail([String]$Fullname)
    {
        $This.Thumbnail = $Fullname
    }
    SetDescription([String[]]$Description)
    {
        $This.Description = $Description
    }
    [String] ToString()
    {
        Return "<ShoppingMaul.VideoEntry[Item]>"
    }
}

```

Class [VideoEntryList]

Class [VideoEntryItem]

```

# // =====
# // | Acts as a controller for (creation/export/import) video entries |
# // =====

Class VideoEntryList
{
    [String] $Path
    [Object] $Output
    VideoEntryList([String]$Path)
    {
        If (![System.IO.Directory]::Exists($Path))
        {
            Throw "Invalid path"
        }

        $This.Path = $Path
        $This.Clear()
    }
    Clear()
    {
        $This.Output = @( )
    }
    [Object] VideoEntryItem(
        [UInt32] $Index,
        [String] $Date,
        [String] $Title,
        [String] $Resource,
        [String] $Duration)
    {
        Return [VideoEntryItem]::New($Index,$Date,$Title,$Resource,$Duration)
    }
}

```

```

[Object] VideoEntryItem([Object]$Item)
{
    Return [VideoEntryItem]::New($Item)
}
Add([String]$Date,[String]$Title,[String]$Resource,[String]$Duration)
{
    $This.Output += $This.VideoEntryItem($This.Output.Count,$Date,$Title,$Resource,$Duration)
}
Export([UInt32]$Index)
{
    If ($Index -gt $This.Output.Count)
    {
        Throw "Invalid index"
    }

    $Item = $This.Output[$Index]
    $Target = "{0}\{1}-{2}.txt" -f $This.Path, ([DateTime]$Item.Date).ToString("yyyyMMdd"), $Item.Id
    $Content = $Item | ConvertTo-Json

    [System.IO.File]::WriteAllLines($Target,$Content)
}
ExportAll()
{
    For ($X = 0; $X -lt $This.Output.Count; $X++)
    {
        $This.Export($X)
    }
}
Import([String]$Fullname)
{
    If ($Fullname -notmatch ".+\.txt")
    {
        Throw "Invalid file type"
    }

    $Content = [System.IO.File]::ReadAllLines($Fullname) | ConvertFrom-Json

    $This.Output += $This.VideoEntryItem($Content)

    $This.Rerank()
}
ImportAll()
{
    $This.Clear()

    $List = Get-ChildItem $This.Path *.txt

    For ($X = 0; $X -lt $List.Count; $X++)
    {
        $This.Import($List[$X].Fullname)
    }
}
Rerank()
{
    $This.Output = @($This.Output | Sort-Object Real -Descending)

    For ($X = 0; $X -lt $This.Output.Count; $X++)
    {
        $This.Output[$X].Index = $X
    }
}
[String] ToString()
{
    Return "<ShoppingMaul.VideoEntry[List]>"
}
}

```

Class [XamlProperty]

Class [VideoEntryList]

```

# // =====
# // | Contains (access+control) over a particular named Xaml property |
# // =====

Class XamlProperty
{
    [UInt32]    $Index
    [String]    $Name
    [Object]    $Type
    [Object]    $Control
    XamlProperty([UInt32]$Index,[String]$Name,[Object]$Object)
    {
        $This.Index    = $Index
        $This.Name      = $Name
        $This.Type       = $Object.GetType().Name
        $This.Control    = $Object
    }
    [String] ToString()
    {
        Return $This.Name
    }
}

```

Class [XamlWindow]

Class [XamlProperty]

```

# // =====
# // | Controls the (Xaml+Window) objects and various development properties |
# // =====

Class XamlWindow
{
    Hidden [Object]    $Xaml
    Hidden [Object]    $Xml
    [String[]]    $Names
    [Object]    $Types
    [Object]    $Node
    [Object]    $IO
    [String]    $Exception
    XamlWindow([String]$Xaml)
    {
        If (!$Xaml)
        {
            Throw "Invalid XAML Input"
        }

        [System.Reflection.Assembly]::LoadWithPartialName('presentationframework')

        $This.Xaml      = $Xaml
        $This.Xml        = [XML]$Xaml
        $This.Names      = $This.FindNames()
        $This.Types      = @( )
        $This.Node       = [System.Xml.XmlNodeReader]::New($This.Xml)
        $This.IO         = [System.Windows.Markup.XamlReader]::Load($This.Node)

        ForEach ($X in 0..($This.Names.Count-1))
        {
            $Name        = $This.Names[$X]
            $Object        = $This.IO.FindName($Name)
            $This.IO       | Add-Member -MemberType NoteProperty -Name $Name -Value $Object -Force
            If (!!$Object)
            {
                $This.Types += $This.XamlProperty($This.Types.Count,$Name,$Object)
            }
        }
    }
}

```

```

[String[]] FindNames()
{
    Return [Regex]::Matches($This.Xaml,"( Name\\=\\`\\w+`")".Value -Replace "( Name=|`")",""
}
[Object] XamlProperty([UInt32]$Index,[String]$Name,[Object]$Object)
{
    Return [XamlProperty]::New($Index,$Name,$Object)
}
[Object] Get([String]$Name)
{
    $Item = $This.Types | ? Name -eq $Name
    If ($Item)
    {
        Return $Item.Control
    }
    Else
    {
        Return $Null
    }
}
Invoke()
{
    Try
    {
        $This.IO.Dispatcher.InvokeAsync({ $This.IO.ShowDialog() }).Wait()
    }
    Catch
    {
        $This.Exception = $PSItem
    }
}
[String] ToString()
{
    Return "<FEModule.XamlWindow[ShoppingMaulXaml]>"
}
}

```

Class [ShoppingMaulXaml] /

Class [XamlWindow]

```

# // =====
# // | A chunk of Xaml that was chiseled into granite, and then realized in Visual Studio |
# // =====

Class ShoppingMaulXaml
{
    Static [String] $Content = @(
        '<Window xmlns="http://schemas.microsoft.com/winfx/2006/xaml/presentation"',
        '    xmlns:x="http://schemas.microsoft.com/winfx/2006/xaml"',
        '    Title="&lt;|3FG20K&gt;&apos;s Shopping Maul"',
        '    Height="680"',
        '    Width="800"',
        '    Topmost="True"',
        '    ResizeMode="NoResize"',
        '    Icon="C:\ProgramData\Secure Digits Plus LLC\FightingEntropy\2023.4.0\Graphics\icon.ico"',
        '    HorizontalAlignment="Center"',
        '    WindowStartupLocation="CenterScreen"',
        '    FontFamily="Consolas"',
        '    Background="LightYellow">',
        '    <Window.Resources>',
        '        <Style x:Key="DropShadow">',
        '            <Setter Property="TextBlock.Effect">',
        '                <Setter.Value>',
        '                    <DropShadowEffect ShadowDepth="1"/>',
        '                </Setter.Value>',
        '            </Setter>',
        '        </Window.Resources>'
    )
}

```

```

' </Style>' ,
' <Style TargetType="ToolTip">' ,
'     <Setter Property="Background" Value="#000000"/>' ,
'     <Setter Property="Foreground" Value="#66D066"/>' ,
' </Style>' ,
' <Style TargetType="TabItem">' ,
'     <Setter Property="Template">' ,
'         <Setter.Value>' ,
'             <ControlTemplate TargetType="TabItem">' ,
'                 <Border Name="Border" ' ,
'                     BorderThickness="2" ' ,
'                     BorderBrush="Black" ' ,
'                     CornerRadius="5" ' ,
'                     Margin="2">' ,
'                     <ContentPresenter x:Name="ContentSite" ' ,
'                         VerticalAlignment="Center" ' ,
'                         HorizontalAlignment="Right" ' ,
'                         ContentSource="Header" ' ,
'                         Margin="5"/>' ,
'                 </Border>' ,
'                 <ControlTemplate.Triggers>' ,
'                     <Trigger Property="IsSelected" ' ,
'                         Value="True">' ,
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'                             Property="Background" ' ,
'                             Value="#4444FF"/>' ,
'                         <Setter Property="Foreground" ' ,
'                             Value="FFFFFF"/>' ,
'                     </Trigger>' ,
'                     <Trigger Property="IsSelected" ' ,
'                         Value="False">' ,
'                         <Setter TargetName="Border" ' ,
'                             Property="Background" ' ,
'                             Value="DFFFBA"/>' ,
'                         <Setter Property="Foreground" ' ,
'                             Value="#000000"/>' ,
'                     </Trigger>' ,
'                 </ControlTemplate.Triggers>' ,
'             </ControlTemplate>' ,
'         </Setter.Value>' ,
'     </Setter>' ,
' </Style>' ,
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'     <Setter Property="Padding" Value="5"/>' ,
'     <Setter Property="FontWeight" Value="Heavy"/>' ,
'     <Setter Property="Foreground" Value="Black"/>' ,
'     <Setter Property="Background" Value="DFFFBA"/>' ,
'     <Setter Property="BorderThickness" Value="2"/>' ,
'     <Setter Property="VerticalContentAlignment" Value="Center"/>' ,
'     <Style.Resources>' ,
'         <Style TargetType="Border">' ,
'             <Setter Property="CornerRadius" Value="5"/>' ,
'         </Style>' ,
'     </Style.Resources>' ,
' </Style>' ,
' <Style x:Key="DGCombo" TargetType="ComboBox">' ,
'     <Setter Property="Margin" Value="0"/>' ,
'     <Setter Property="Padding" Value="2"/>' ,
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'     <Setter Property="FontSize" Value="10"/>' ,
'     <Setter Property="VerticalContentAlignment" Value="Center"/>' ,
' </Style>' ,
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'     <Setter Property="TextBlock.TextAlignment" Value="Left"/>' ,
'     <Setter Property="VerticalContentAlignment" Value="Center"/>' ,
'     <Setter Property="HorizontalContentAlignment" Value="Left"/>' ,
'     <Setter Property="Height" Value="24"/>' ,
'     <Setter Property="Margin" Value="4"/>' ,
'     <Setter Property="FontSize" Value="12"/>' ,
'     <Setter Property="Foreground" Value="#000000"/>' ,
'     <Setter Property="TextWrapping" Value="Wrap"/>' ,

```

```

        <Style.Resources>',
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    <Setter Property="HorizontalContentAlignment" Value="Left"/>',
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    <Setter Property="AlternationCount" Value="2"/>',
    <Setter Property="HeadersVisibility" Value="Column"/>',
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    <Setter Property="CanUserAddRows" Value="False"/>',
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    <Setter Property="IsTabStop" Value="True"/>',
    <Setter Property="IsTextSearchEnabled" Value="True"/>',
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    <Setter Property="ScrollViewer.HorizontalScrollBarVisibility" Value="Auto"/>',
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```



```

        <Setter Property="Background" ',
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    </Trigger>',
    <Trigger Property="AlternationIndex" ',
        Value="2">',
        <Setter Property="Background" ',
            Value="#FFFFF8FF"/>',
    </Trigger>',
    <Trigger Property="AlternationIndex" ',
        Value="3">',
        <Setter Property="Background" ',
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    </Trigger>',
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        Value="4">',
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    </Trigger>',
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                    Foreground="#00FF00"/>',
            </Setter.Value>',
        </Setter>',
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            Value="3600000000"/>',
    </Trigger>',
</Style.Triggers>',
</Style>',
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    <Setter Property="FontWeight" Value="Normal"/>',
</Style>',
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    <Setter Property="HorizontalContentAlignment" Value="Center"/>',
    <Setter Property="Background" Value="LightYellow"/>',
</Style>',
<Style TargetType="GroupBox">',
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    <Setter Property="Margin" Value="5"/>',
    <Setter Property="FontSize" Value="12"/>',
    <Setter Property="FontWeight" Value="Normal"/>',
</Style>',
<Style TargetType="Label">',
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    <Setter Property="FontWeight" Value="Bold"/>',
    <Setter Property="Background" Value="Black"/>',
    <Setter Property="Foreground" Value="White"/>',
    <Setter Property="BorderBrush" Value="Gray"/>',
    <Setter Property="BorderThickness" Value="2"/>',
    <Style.Resources>',
        <Style TargetType="Border">',
            <Setter Property="CornerRadius" Value="5"/>',
        </Style>',
    </Style.Resources>',
</Style>',
<Style x:Key="LabelGray" TargetType="Label">',
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    <Setter Property="FontWeight" Value="Bold"/>',
    <Setter Property="Background" Value="DarkSlateGray"/>',
    <Setter Property="Foreground" Value="White"/>',
    <Setter Property="BorderBrush" Value="Black"/>',
    <Setter Property="BorderThickness" Value="2"/>',
    <Setter Property="HorizontalContentAlignment" Value="Center"/>',
    <Style.Resources>',
        <Style TargetType="Border">',
            <Setter Property="CornerRadius" Value="5"/>',
        </Style>',
    </Style>',

```



```

        <RowDefinition Height="*" />',
    </Grid.RowDefinitions>',
    <TextBox Grid.Row="0" ',
        Name="NewsTitle" />',
    <TextBox Grid.Row="1" ',
        Name="NewsContent" ',
        Height="470" ',
        IsReadOnly="True" ',
        TextWrapping="Wrap" ',
        VerticalAlignment="Top" ',
        VerticalContentAlignment="Top" />',
    </Grid>',
</Grid>',
</TabItem>',
<TabItem Header="Maps">',
    <Grid>',
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            <ColumnDefinition Width="*" />',
        </Grid.ColumnDefinitions>',
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            <Grid.RowDefinitions>',
                <RowDefinition Height="40" />',
                <RowDefinition Height="*" />',
            </Grid.RowDefinitions>',
            <Label Content="[Entry]:" />',
            <DataGrid Grid.Row="1" ',
                Name="MapList" ',
                HeadersVisibility="None" ',
                HorizontalScrollBarVisibility="Hidden">',
                <DataGrid.RowStyle>',
                    <Style TargetType="{x:Type DataGridRow}">',
                        <Style.Triggers>',
                            <Trigger Property="IsMouseOver" Value="True">',
                                <Setter Property="ToolTip">',
                                    <Setter.Value>',
                                        <TextBlock Text="{Binding Title}" ',
                                            TextWrapping="Wrap" ',
                                            FontFamily="Consolas" ',
                                            Background="#000000" ',
                                            Foreground="#00FF00" />',
                                    </Setter.Value>',
                                </Setter>',
                            </Trigger>',
                        </Style.Triggers>',
                    </Style>',
                </DataGrid.RowStyle>',
                <DataGrid.Columns>',
                    <DataGridTextColumn Header="Name" ',
                        Binding="{Binding Name}" ',
                        Width="100" />',
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            </DataGrid>',
        </Grid>',
    <Grid Grid.Column="1">',
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            <RowDefinition Height="40" />',
            <RowDefinition Height="90" />',
            <RowDefinition Height="40" />',
            <RowDefinition Height="40" />',
            <RowDefinition Height="40" />',
            <RowDefinition Height="*" />',
        </Grid.RowDefinitions>',
        <Grid Grid.Row="0">',
            <Grid.ColumnDefinitions>',
                <ColumnDefinition Width="100" />',
                <ColumnDefinition Width="*" />',
            </Grid.ColumnDefinitions>',
            <Label Grid.Column="0" ',
                Content="[Title]:" />',
            <TextBox Grid.Column="1" ',

```

```

        Name="MapTitle"/>',
    </Grid>',
    <Grid Grid.Row="1">',
        <Grid.ColumnDefinitions>',
            <ColumnDefinition Width="100"/>',
            <ColumnDefinition Width="*" />',
            <ColumnDefinition Width="100"/>',
            <ColumnDefinition Width="*" />',
        </Grid.ColumnDefinitions>',
        <Label Grid.Column="0" ',
            Content="[Build]:" />',
        <TextBox Grid.Column="1" ',
            Name="MapBuild" />',
        <Label Grid.Column="2" ',
            Content="[Age]:" />',
        <TextBox Grid.Column="3" ',
            Name="MapAge" />',
    </Grid>',
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        Name="MapContent" ',
        Height="80" ',
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        TextWrapping="NoWrap" ',
        VerticalAlignment="Top" ',
        VerticalContentAlignment="Top" />',
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            <ColumnDefinition Width="100"/>',
            <ColumnDefinition Width="100"/>',
            <ColumnDefinition Width="*" />',
        </Grid.ColumnDefinitions>',
        <Label Grid.Column="0" ',
            Content="[Load]:" />',
        <TextBox Grid.Column="1" ',
            Name="MapLoad" />',
        <Label Grid.Column="2" ',
            Content="[Modes]:" />',
        <TextBox Grid.Column="3" ',
            Name="MapModes" />',
    </Grid>',
    <Grid Grid.Row="4">',
        <Grid.ColumnDefinitions>',
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            <ColumnDefinition Width="300"/>',
            <ColumnDefinition Width="100"/>',
            <ColumnDefinition Width="*" />',
        </Grid.ColumnDefinitions>',
        <Label Grid.Column="0" ',
            Content="[Custom]:" />',
        <TextBox Grid.Column="1" ',
            Name="MapCustom" />',
        <Label Grid.Column="2" ',
            Content="[Mod]:" />',
        <TextBox Grid.Column="3" ',
            Name="MapMod" />',
    </Grid>',
    <Grid Grid.Row="5">',
        <Grid.ColumnDefinitions>',
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            <ColumnDefinition Width="*" />',
        </Grid.ColumnDefinitions>',
        <Label Grid.Column="0" ',
            Content="[Archive]:" />',
        <TextBox Grid.Column="1" ',
            Name="MapArchive" />',
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            <ColumnDefinition Width="*" />',
        </Grid.ColumnDefinitions>',

```

```

        <Grid Grid.Column="0",
            Height="40",
            VerticalAlignment="Top">
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                <ColumnDefinition Width="100"/>
                <ColumnDefinition Width="100"/>
            </Grid.ColumnDefinitions>
            <Label Grid.Column="0",
                Content="[Image]:"/>
            <ComboBox Grid.Column="1",
                Name="MapImageList"/>
        </Grid>
        <Image Grid.Column="1",
            Name="MapImage"/>
    </Grid>
</Grid>
</TabItem>
<TabItem Header="Videos">
    <Grid>
        <Grid.ColumnDefinitions>
            <ColumnDefinition Width="100"/>
            <ColumnDefinition Width="*/>
        </Grid.ColumnDefinitions>
        <Grid Grid.Column="0">
            <Grid.RowDefinitions>
                <RowDefinition Height="40"/>
                <RowDefinition Height="*/>
            </Grid.RowDefinitions>
            <Label Content="[Entry]:"/>
            <DataGrid Grid.Row="1",
                Name="VideoList",
                HeadersVisibility="None",
                HorizontalScrollBarVisibility="Hidden">
                <DataGrid.RowStyle>
                    <Style TargetType="{x:Type DataGridRow}">
                        <Style.Triggers>
                            <Trigger Property="IsMouseOver" Value="True">
                                <Setter Property="ToolTip">
                                    <Setter.Value>
                                        <TextBlock Text="{Binding Title}",
                                            TextWrapping="Wrap",
                                            FontFamily="Consolas",
                                            Background="#000000",
                                            Foreground="#00FF00"/>
                                    </Setter.Value>
                                </Setter>
                            </Trigger>
                        </Style.Triggers>
                    </Style>
                </DataGrid.RowStyle>
                <DataGrid.Columns>
                    <DataGridTextColumn Header="Date",
                        Binding="{Binding Date}",
                        Width="100"/>
                </DataGrid.Columns>
            </DataGrid>
        </Grid>
        <Grid Grid.Column="1">
            <Grid.RowDefinitions>
                <RowDefinition Height="40"/>
                <RowDefinition Height="40"/>
                <RowDefinition Height="90"/>
                <RowDefinition Height="350"/>
            </Grid.RowDefinitions>
            <Grid Grid.Row="0">
                <Grid.ColumnDefinitions>
                    <ColumnDefinition Width="100"/>
                    <ColumnDefinition Width="*/>
                </Grid.ColumnDefinitions>
                <Label Grid.Column="0",
                    Content="[Title]:"/>

```



```

'                                Background="#000000"',
'                                Foreground="#00FF00"/>',
'                                </Setter.Value>',
'                                </Setter>',
'                                </Trigger>',
'                                </Style.Triggers>',
'                                </Style>',
'                                </DataGrid.RowStyle>',
'                                <DataGrid.Columns>',
'                                    <DataGridTextColumn Header="Company"',
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'                                                            Width="155"/>',
'                                    <DataGridTextColumn Header="Module Name"',
'                                                            Binding="{Binding Name}"',
'                                                            Width="140"/>',
'                                    <DataGridTextColumn Header="Version"',
'                                                            Binding="{Binding Version}"',
'                                                            Width="75"/>',
'                                    <DataGridTextColumn Header="Date"',
'                                                            Binding="{Binding Date}"',
'                                                            Width="135"/>',
'                                    <DataGridTextColumn Header="Guid"',
'                                                            Binding="{Binding Guid}"',
'                                                            Width="*/>',
'                                </DataGrid.Columns>',
'                                </DataGrid>',
'                                </Grid>',
'                            </TabItem>',
'                        </TabControl>',
'                    </Grid>',
'                </Window>' -join "`n")
    }

```

Class `ShoppingMaulController`

Class `ShoppingMaulXaml`

```

# // =====
# // | Orchestrates all of the above classes like a symphony conductor would |
# // =====

Class ShoppingMaulController
{
    [Object] $Module
    [String] $Base
    [Object] $Xaml
    [Object] $News
    [Object] $Maps
    [Object] $Videos
    [Object] $Contact
    ShoppingMaulController([String]$Base)
    {
        $This.Base = $Base
        $This.Main()
    }
    ShoppingMaulController()
    {
        $This.Base = "C:\ShoppingMaul"
        $This.Main()
    }
    Main()
    {
        If (![System.IO.Directory]::Exists($This.Base))
        {
            Throw "Invalid path"
        }

        $This.Module = Get-FEModule -Mode 1
    }
}

```

```

        $This.Xaml = $This.New("Xaml")
        $This.News = $This.New("News")
        $This.Maps = $This.New("Maps")
        $This.Videos = $This.New("Videos")
    }
    Update([Int32]$State,[String]$Status)
    {
        # Updates the console
        $This.Module.Update($State,$Status)
        $Last = $This.Module.Console.Last()
        If ($This.Module.Mode -ne 0)
        {
            [Console]::WriteLine($Last.String)
        }
    }
    Error([UInt32]$State,[String]$Status)
    {
        $This.Module.Update($State,$Status)
        Throw $This.Module.Console.Last().Status
    }
    DumpConsole()
    {
        $XPath = "{0}\{1}-{2}.log" -f $This.LogPath(), $This.Now(), $This.Name
        $This.Update(100,"[+] Dumping console: [$XPath]")
        $This.Console.Finalize()

        $Value = $This.Console.Output | % ToString

        [System.IO.File]::WriteAllLines($XPath,$Value)
    }
    [String] LogPath()
    {
        $XPath = $This.ProgramData()

        ForEach ($Folder in $This.Author(), "ShoppingMaul")
        {
            $XPath = $XPath, $Folder -join "\"
            If (![System.IO.Directory]::Exists($XPath))
            {
                [System.IO.Directory]::CreateDirectory($XPath)
            }
        }

        Return $XPath
    }
    [String] Now()
    {
        Return [DateTime]::Now.ToString("yyyy-MMdd_HHmms")
    }
    [String] ProgramData()
    {
        Return [Environment]::GetEnvironmentVariable("ProgramData")
    }
    [String] Author()
    {
        Return "Secure Digits Plus LLC"
    }
    [Object] New([String]$Name)
    {
        $Item = $Null

        Switch ($Name)
        {
            Xaml
            {
                $This.Update(0,"Getting [~] Xaml Controller")
                $Item = [XamlWindow][ShoppingMaulXaml]::Content
            }
            News
            {
                $This.Update(0,"Getting [~] News List")
                $Path = "{0}\news" -f $This.Base
            }
        }
    }

```



```

        $Item = [NewsEntryList]::New($Path)
    }
    Maps
    {
        $This.Update(0,"Getting [~] Map List")
        $Path = "{0}\maps" -f $This.Base
        $Item = [MapEntryList]::New($Path)
    }
    Videos
    {
        $This.Update(0,"Getting [~] Video List")
        $Path = "{0}\videos" -f $This.Base
        $Item = [VideoEntryList]::New($Path)
    }
    Default
    {
        $This.Update(0,"Getting [~] <Null item...>")
    }
}

Return $Item
}
AddNews([String]$Date,[String]$Title,[String]$Content)
{
    $This.News.Add($Date,$Title,$Content)
    $This.Update(1,"Added [+] <News: ($Date/$Title)>")
}
AddMap([String]$Date,[String]$Title,[String]$Image,[String]$Resource)
{
    $This.Maps.Add($Date,$Title,$Image,$Resource)
    $This.Update(1,"Added [+] <Map: ($Date/$Title)>")
}
AddVideo([String]$Date,[String]$Title,[String]$Resource,[String]$Duration)
{
    $This.Videos.Add($Date,$Title,$Resource,$Duration)
    $This.Update(1,"Added [+] <Video: ($Date/$Title)>")
}
Reset([Object]$xSender,[Object]$List)
{
    $xSender.Items.Clear()
    ForEach ($Item in $List)
    {
        $xSender.Items.Add($Item)
    }
}
[String] ToString()
{
    Return "<ShoppingMaul[Controller]>"
}
}

```

Script /

/ Class [ShoppingMaulController]

It is important to note that I'm going to break up the `[script]` into `[various rows]` so that it `[formats correctly]`, though the `[actual script]` will have `[blocks]` of stuff `[commented out]` and whatnot. It's also worth mentioning that I have all of the `[necessary source files]` and `[folders]` set up in the manner to where this `[function]` will work.

Though, to be perfectly clear, making an `[archive]` or `[executable]` with the `[necessary files]` isn't difficult at all. `[I probably will get to that point after I go over the code in the rest of the document]`

```

<# [Instantiate the function]
-----

```

```
| $Ctrl = Invoke-ShoppingMaul |
-----
...which would be the same as using:
-----
| $Ctrl = [ShoppingMaulController]::New() |
-----
...if it were called within the [scope] of the [above function].
#>

$Ctrl = Invoke-ShoppingMaul

PS Prompt:\> $Ctrl = Invoke-ShoppingMaul
[00:00:06.8726760] (State: 0/Status: Getting [~] Xaml Controller)
[00:00:07.2748866] (State: 0/Status: Getting [~] News List)
[00:00:07.2908815] (State: 0/Status: Getting [~] Map List)
[00:00:07.2998767] (State: 0/Status: Getting [~] Video List)
PS Prompt:\>

<# [News -> Commentary]

...gonna leave all of this stuff [commented], but here is a list of all of the [news entries]
from the [Wayback Machine] under the URL [http://planetquake.com/bfg20k] prior to (2006/2007)
because that's when the crawler began to fail.

The following entries are all formatted in a way where they only take up a maximum number of
characters across. I could use [TextWrapping] in order to keep everything formatted the way
I would prefer. However, I could also use (methods/functions) that could subdivide words and
provide (horizontal+vertical) spacing so that the words don't extend beyond the edge of the
window.

However, I'm keeping things [relatively simple] so that I can [explain] what the [classes]
and [methods] do, so [it is all spaced manually]. The following [comment block] extends
from (1596-2563), and the [instructions within the block] are [necessary] to build the
information from [scratch].
#>

# [News -> Create mode]

$Ctrl.AddNews("09/12/2005","End of summer (2005)".@)
With the summer of (2005) ending, and a decade halfway gone, I want to take a look back and reflect
upon the time that has passed ever so diligently. In doing so, I can remember being (15) years old
just drawing out maps on pieces of paper for [q2] and [q3], hoping that some of them may see the
light of day.

Indeed some of them have, where many of them have fallen through the cracks of reality unable to reach
out to players halfway around the world which make them say "this map rocks".
That should be the aim of any game developer.

It seems that people who make games these days just take advantage of hype, sell (200K) copies, and
then go home and buy a [Ferrari]. What happened to the jam packed games like [Super Mario Brothers],
[Road Rash], and [Warcraft 2]?

I'll tell you what happened, developers sold out.
I'll be the first to admit, I know people who play [MMORPG]'s, [Counterstrike], and I know people who
play Gamecube, Xbox, and PS2. When they say they play this or that, I think, how much fun are you
having overall?

I realized one day when I was playing [Counterstrike] that I didn't like the fact that I was playing
the friggen game over, and over, and over again. Sure the game is great, the maps and content are
great, but it's just a game that becomes addicting - smokers smoke cigarettes because they put it
into their brain that they should have a cigarette when they want to have a little fun.

However, when they smoke that cigarette, they feel empty like nothing is actually happening... even
though they're taking a drag and spitting out mucous.

Why can't games be great and not be addicting? Like, I if I want to be able to play Quake for (10)
minutes, and actually get somewhere and have fun in that period of time, I don't want to have to be
reeled in to play for another few hours and skip out on the rest of my life.

That's where the glory of [Quake 3] comes around.

The single player game wasn't all that and a bag of chips, but at least if you knew that you had
something to do, you could just say 'Ok, I'm playing this level and that's it'.
```

In [Counterstrike] and [Wow], you have to get into the game, get yourself set up, and then when you die or something, you end up getting pissed off because you're waiting for other people to allow you to continue your fun experience.

[Quake] is so unlike any other game or shooter out there.
You load a map up, you pick up weapons, and you shoot people.

If you die, you spawn somewhere else and you don't have to wait on anybody else.
The game happens so fast.

The greatest thing about it is that you can play this game over and over and in the game there are always new strategies you can use, AND even though [Quake 3] is (6) years old, it still looks more beautiful to me than [Half Life 2].

I'm serious here, when you play [Half Life 2], you are addicted to the game, and that's the only real impact it has. Just like [Doom 3], I got to a point in [HL2] where I just wanted to beat the game and I wasn't having any fun playing it.

In [Quake], your objective has always been to have the most frags while the game's colors just jump out at you and say 'I'm just as good looking as [Carmen Electra] naked.' It all happens in the midst of rockets flying in and out of your face.

It's turning into these days that a lot of people are computer leeches, stuck to the computer, unable to get off their ass and do something productive. These games act upon sour self indulgence, and it's sickening.

[Quake] has always been a game where you could play and not necessarily be addicted.
Don't get me wrong, this is all a matter of opinion.
My opinion.

I've seen [Counterstrike] turn into such an overwhelming success ever since I started playing beta 3. I had a lot more fun back then than I do playing the game now, even though it is still quite good to play.

I remember playing [Quake 2] on my old [Packard Bell] back on the [Christmas of 1997], saying to myself, this game rocks. I ended up beating the game and didn't touch it for almost a whole year where some of my friends at school were like 'Oh hell yeah, we play this game online.'

I started playing it online, one match, each night.
Eventually I got good at the game and I started playing it more, but anytime I wanted to stop, or start again, it was all instantaneous, it wasn't like I had to set this up, then set that up and make sure that my upkeep was all complicated or anything. Just clean, simple, fun.

This should be a challenge for game developers;
There needs to be [very simple goals], not [one goal] that is elongated by a series of imps jumping out of doors clawing at your face, or driving a dune buggy along the coast of the ocean for 15 hours at a time, something simple.

My idea of a game is one where you can have fun at any given time - be it through fragging some people, or making a shitload of ogres and sending them over to your enemies' town, instead of solving puzzles and running through hallways, then running all the way back through the level again, that's just not fun in my opinion...

Games that are fast, and furious, are the ones that people enjoy the most, even if they're not playing them all the time.

[Quake 4] is going to be the answer.
[Quake 4] is going to be the best game ever made for a long time, I swear to god it will be.
(^ It wasn't...)

<|3FG20K>
"@)

\$Ctrl.AddNews("09/09/2005","Insane Products (Release)","@"
Ladies and gentlemen, children of all ages, take a look inside the most bastardly level ever to be brought forth from the [Shopping Maul], only known as [Insane Products].

That's right everybody, this map is [done].
Finished.
Made.
Complete.

Ready for your stamp of approval.

If there's anybody that would like to host this map on their server(s) please let me know so that I can get a bunch of my friends connected if there aren't a lot already - my email address is [mykalcook@gmail.com].

Here is a direct download link that skips past the coolest screenshots ever to be seen on the [Shopping Maul] to your fingertips! "Insane Products - 20kdm3.zip."

<|3FG20K>

"@)

\$Ctrl.AddNews("09/04/2005","Insane Products (second beta)",@"

I've updated the map a little bit, (here's the second beta) mostly lighting and some gameplay bits here and there, and I've been able to take some pretty solid screenshots throughout the entire level.

You tell me, do these screenshots look good?

previous link deleted, all old photos have been deleted, all pictures add up to 4.5mb.

Download link above ^ - have fun.

<|3FG20K>

"@)

\$Ctrl.AddNews("09/03/2005","Q3Map2.exe",@"

For all you people who like great lighting, I have a surprise in store for you all when the final version of the map comes out. The beta version of [Insane Products] was compiled using ID's qmap.exe.

I decided to install the q3map2 by ydnar at [Shaderlab] and *whistles* how friggen candylike can you make a game look?

I previously compiled this map with this utility, but with the gap of time made it slip my mind.

The whole level is just about finished but i'm just waiting on the communities' input on how to make it better:

[+] [gameplay]

[+] [item placement] (should I swap item positions)

[+] [brush improvements] (geometry)...

...before I give it the OK for removing that 'beta' in the name.

<|3FG20K>

"@)

\$Ctrl.AddNews("09/02/2005","Insane Products (Back to work)",@"

Ok, ladies and gentlemen.

Following the wake of the yearly [Quakecon] (which did not make me decide to work on this), I have a brand new present for all of you.

After being thoroughly impressed by the footage from [Quake 4], I have decided to polish up this little gem of a map.

I previously released this map before on this site and felt that it needed a bit of improvement, so here it is. This is the most killer map I have ever made - so the name suits it well.

[Insane Products - 20kdm3beta.zip]

For some obsolete screenshots, you can check the map's (95%) unchanged layout here in these pictures: [20kdm3beta]

<|3FG20K>

"@)

\$Ctrl.AddNews("05/14/2005","Doom 3 + Resurrection of Evil",@"

The long awaited game, [Doom 3] has come to store shelves and rocked the world with:

[+] [stunning lighting]

[+] [stellar shadows]

[+] [obscene graphics]

[+] [wicked sound]

With that having been said, it has left a [deep impression] in the gaming community, leaving disputes to be made about whether it really does hold true that it is the best rendering engine ever released by anyone.

Well, it is. It's not a matter of opinion, [Valve]'s [Half Life 2] has a very cool engine as well,

but it comes down to the actual rendering, not little tricks behind the rendering scene.

[Half Life 2] DOES contain more interactive features and realistic details, however, when reverting back to [Doom 3], please remember, these graphics have been taken above and beyond what people can call [realistic].

With the release of [Doom 3] in [August 2004], millions of gamers have witnessed the energy it harnesses. Some people playing the game lack the machinery to maintain a 'fun' experience from this game, while others have no complaints...

In either scenario, the impression the game has left upon it's gamers is very deep - this game is obscenely revolutionary.

The storyline of the original [Doom] was simple - you are the only marine left alive and you want to know why, so you start running around picking up weapons and destroying demons.

The storyline of [Doom 3] is that you are able to see what happens behind the scenes before anything happens. Released as an addition to [Doom 3], is [Resurrection of Evil], the first expansion for this killer thriller.

While [RoE] makes an overall improvement over [Doom 3], it still leaves the gamer wanting more. Now lets not jump to conclusions and call this a bad thing, usually when a game is made very well, people want to have 'stuff' to venture through for the next few decades and very few people realize the limitations of making a game.

Well all I'm saying is that I was thoroughly impressed with [Doom 3]. I thought the game flowed rather nicely and the only thing really 'wrong' with the game was that there were definitely too many imps jumping at me through the door...

There's nothing you can friggen do about it at some doors and that becomes a [nightmare] in... [Nightmare] skill. Alright, back to [RoE]. The reason I felt that [RoE] made an overall improvement over [Doom 3] was because it added so much more to the game.

I found that the new little grabber gun gave me a one up on all those friggen imps and flying skulls, and it gives you an advantage because you don't have to waste all that necessary ammo.

The double barreled shotgun was also a nice touch - except I kept getting angry when I wanted to use the single shotgun and it kept going to my double.

The new enemies are definitely a cool element, the new imps are alot smarter and for some reason they have a bigger scratching distance... If you get to a certain point in the expansion, you will not see one single original imp for the several next levels.

(Do not read this paragraph if you have not played the game yet)
The artifact is definitely the coolest addition to the game. While it is not an actual weapon itself, the features it gives you are priceless in many points in this game. There are three features that the artifact gives the player once you eliminate each of the special demons from hell.

The first one slows down time so slow that everything sounds and looks very slow but your speed remains the same.

The second feature is berserk, you can kill almost everything with one fist punch and it acts like the quad damage from Quake.

The third and most-definitely-the-biggest-bitch-to-get is invulnerability...

Once you ascertain all (3) of these seals you can use the [human souls] scattered through all of the levels to bring these features to your demand. Let me get this straight, you cannot beat this game without the artifact, it IS impossible.

There is no way you can beat this game without it and if anyone tells you, they are lying.
(^ Well, maybe there's a glitch or something that'll allow a speedrunner to bypass via any%...)

(You can start reading again)
Now, onto the game depiction. One of the main reasons I found this more exciting than the original [Doom 3] was that there were so many things that were streamlined. I wasn't wasting any time trying to figure things out, they were all right there and I didn't really have to backtrack like we all did in [Doom 3].

A lot of the flow is generally built with the same direction in mind, there's no 'oh I gotta find the [PDA] then get the code, then go back through the whole level to activate the switch to then go back all the way through the level and then be able to activate another switch to go back to the

beginning of the map...'

No, none of that, it's actually logical.

Maybe I'm pointing out the flaws of [Doom 3], but that's ok because I felt that [RoE] really picked up where [Doom 3] left off. Another cool thing is that [RoE] actually uses alot of the old materials from the original [Doom 3], like the airlocks, elevators, bits and pieces of the levels, etc.

I found that the maps looked and played a lot better than they did on the original [Doom 3]. If you get to the end of [RoE], you'll see how extreme they really went in making this...

The last level is just insane...

The ending boss is modeled so exponentially better than in any game I've ever seen, and I was honored to see the [ending cinematic] and actually understand what had happened.

To sum it all up, I think that the actual ending should have been extruded quite a bit, at least show what happened had happened instead of leaving me the ability to fill in the blank. It's cool though, and I suggest to any gamer who is a fan of doom and didn't really like [Doom 3], that even though you may not have liked it, [RoE] definitely picks up where [Doom 3] left off on so many tangents.

A lot of people feel that the game has been extruded all in the same, but there are alot more elements to deal with, and a lot more weapon switching. In fact, you'll find that the actual gunning down of the enemies is useless with just one weapon, because you have so many different tactics at your disposal, and plenty of ammo at several points in the game.

You don't have to worry about 'oh my god, I have to use the assault rifle because I'm out of shotgun shells and this and that and' blah. [RoE] definitely fed my appetite for more [Doom 3] and it did more than make me full, it made me want seconds.

Hopefully [Quake 4] will pick up where [RoE] AND [Quake 2] left off...

I will explode from all of the [1337n3ss]!!!

<|3FG20K>

"@)

\$Ctrl.AddNews("04/03/2005","Long Time Away",@"

Wow. I have not updated my site for a very long time!

My apologies, I have been going to school and working full time with no time to spend on making maps. With that said, I would like to inform everybody, that I, Michael <|3FG20K>, have devised a plan that extrudes into [Quake 4].

Upon the release of [Quake 4], I will unleash upon the [Quake Community], this new map which has been pretty much complete for some time - I have not released it due to this lame error which prevents the bots from being able to navigate and provide any fun for playing against.

SO, like I said, I have a brand new map waiting to be released as soon as [Quake 4] is complete. [Doom 3] is a good game,- which is at your local [Walmart] or [Target].

I played it and beat it on [nightmare] which was a bitch and a half, your life drains to (25) all the time but at least you get to use the [Soul Cube] from the very beginning of the game.

I suggest that if anyone who is reading this has [Doom 3] and hasn't beaten it on [Nightmare], you should invest at least (20) minutes a day in trying to do just that because [Nightmare] is definitely possible.

On a side note, not that this is in any way related to [Quake], but I bought my cousin who is (8) months older than me a copy of [Halo 2] for Christmas. He beat it on [regular], than [heroic], and I finally talked him into playing it on [legendary].

Well, he beat the game on [legendary] and I don't know many people who had the time to do that so if you have, drop me a note at [BFG20K@HOTMAIL.COM] and I will congratulate you.

To spoil his fun, I have become so competent at [Halo 2] that my cousin cannot beat me when we play against each other - go figure.

Ok. I've said a bunch of stuff, I have more to say, but not right now.

Like I said, I'm sorry for the lack of updates but I have schooling to complete then you can all see what it is I'm going to school for.... Muhahaha! =)

Ok, have fun.

Stay in school, don't be a fool... and don't get caught playing pocket pool.

<|3FG20K>
"@)

\$Ctrl.AddNews("01/11/2004","20kdm3 (Beta)",@"
Brand new map is ready for beta. I have to tell everybody that there are no bots supported in this
map because they are just really dumb.

[RAILMEAT's RA3 Server] may probably be hosting this map file soon, and already hosts [HELLRA3MAP1].

Stop on by and get the fragging going on at [RAILMEAT]. [20kdm3beta.zip]

<|3FG20K>
"@)

\$Ctrl.AddNews("01/01/2004","New Year (2004) + [Doom 3] anticipation",@"
Great news folks.
Since the new year is here, I wanted to release this project I've been working on 'indefinitely'?

This year is going to be great because we've got [Doom 3] coming out really soon and computers will
be able to run it and all, oh I really am crapping my pants in waiting for this son of a bitch to be
born!

So, without further ado, I have for you to take a look at these screenshots of this level which is
technically finished. I've done a lot of tinkering to the map and feel that it supports the gameplay
I want it to have.

I suggest anyone running a decent system can have it run rather flowish, anyone with a lower end
computer will definitely be able to run it.

<|3FG20K>
"@)

\$Ctrl.AddNews("10/19/2003","(2003) Summary",@"
This years been a flop for game design in my opinion.

I've decided to halt all of my projects until a newer game comes out so that instead of investing the
time I've put into some of these maps I'm making for an older game, it would be much more appreciated,
not only by me, but to you as well, for me to hold off on these plans...

Ya know what I'm saying, DUDES...?

Well anyway, besides all of that, I have been away working full time ever since I turned (18) back in
[May], so that has halted much of my activity around the [PQ] Hood but hey, what can I say?

I know [Doom 3] and [Quake 4] are just around the corner, and when they come out, we will surely see
not only a spur of new mods, games, and maps, but a new mode of fun as well.

<|3FG20K>

P.S. I've written a little collaboration of imagination into a scripted out idea for something that
might actually be god damned cool if brought to life. You're welcome to read it =P

[DUEL Operations Prologue]
"@)

\$Ctrl.AddNews("03/06/2003","BFGCTF1 or 20KCTF1...?",@"
Great news... [BFGCTF1] has crapped out on me but I fixed it.

Since the [bfg] maps I are old, and I already have a consistent quality in the [20k] series,
I have altered the maps format to be [20KCTF1].

There are virtually no changes anyone will notice, but they seem to fix the problems encountered
by some [sermianto] guy or something on [...] who's never reviewed a map before.

Since I have no other beef, I have fixed what he bitched about and am willing to put it in the past.
Because frankly, I will not get held up over just one of my maps...

That's right folks, I'm making [Tower of Oblivion] completely "cool".

As one of my friends said when he saw the preview, he said it was totally radical and he wanted it
on his hard drive immediately. It's not ready to play yet, and it uses an extensive array of jaw
dropping textures, made by none other than [Sock] himself.

Like no other time, I know what I'm doing with this map and this could potentially mark [Q3] history as far as my expectations go (it's getting there...).

[ZTN], [Charon], [Luneran], mind moving over a lil bit? =P

<|3FG20K>
"@)

\$Ctrl.AddNews("02/28/2003","Insane Product AKA Tower of Oblivion",@"
Level is almost ready for pre-beta, post-alpha testing and I will load the level's screenshots and preview (*.pk3) very soon.

Chill out for a little while so I can get some things straightened out.
I'll make it nice, clean, and smooth, which is what everyone really wants when they play a new quake map right?

This is all for now...
Prepare to see a very monstrous beast...an [Insane Product by <|3FG20K>, Tower of Oblivion]!

<|3FG20K>
"@)

\$Ctrl.AddNews("02/08/2003","Tower of Oblivion (Short update)",@"
[Tower of Oblivion], still in the works.
Looking great so far, need more time to construct.

I will keep informed until release of a beta form.

<|3FG20K>
"@)

\$Ctrl.AddNews("01/30/2003","Tower of Oblivion (50%)",@"
I've got a new map in the works called [Tower of Oblivion].

Currently it is approximately (50%) done structurally, but when it is done I need to tinker with the other stuff:
[+] [lighting]
[+] [item placement]
[+] [ambient sounds]... etc.

I'm going to bet that this is going to be an awesome [tourney map] because the layout of the map promotes the players to keep moving in a smallish-medium sized arena.

I should post some screenshots when it is done, but to keep you wondering, I'm using [Sock]'s base textures to create this incarnation and there will be a lot of balanced aesthetics and brushwork...
...as if there isn't enough already...

<|3FG20K>
"@)

\$Ctrl.AddNews("12/28/2002","Out of My Head (Release)",@"
Guess what folks?
New map, finally released out of beta, is my first CTF map, [Out of My Head].

I've included lots of new features, more eye candy, and more routes for the [Capture the Flag] experience that everyone is going to leave as a winner.

I created it with [Threewave] in mind, but despite this it is still a good level for [Free-For-All], and [Team Deathmatch]. Overall, I enjoyed making this level and it was a good experience for me to make a fully functional level for my favorite mod.

I can't wait to see it on servers =P
Here is the map... [Out of My Head]

<|3FG20K>
"@)

\$Ctrl.AddNews("11/21/2002","Out of My Head (Beta 2)",@"
I have drastically updated the [CTF] map which is still in BETA, but may not be for very long.
This version is slightly smaller than [Beta 1], and packs a few more features as well as a major jump in [performance] and [detail].

Have fun fraggin in this one folks!
[Out of My Head (BETA 2)]

<|3FG20K>
"@)

\$Ctrl.AddNews("11/17/2002","Return to Castle: Quake",@
All of my maps are on the maps page.
I have added [Return to Castle: Quake].

This compile is the same as the one distributed in [February] as [rtcq-test].

There's nothing wrong with it, I just don't have the (*.map) file anymore and I wanted to save myself some time rather than just [decompile] it and [retexture] everything.

Anyway, here's the map (you can also get it on the maps page).
This puts the total map amount at (11) maps!

I will pump out more!
So, just stay tuned folks.

By the way, I would like to introduce my friend, [Alex Welsh], to the site.
He has efforts in mapping as well, not as well developed yet, but I am helping him out in polishing his maps, so hopefully the map stream will double up. Until next time! Latez =P

Second Update: There's some very minor problems with the [RTCQ] map that I can't fix, but there is one missing texture that I forgot to extract from [mapmedia.pk3].

Here is the fix, it is very small.
Put this in the same directory as [map-20kdm2.pk3]

<|3FG20K>
"@)

\$Ctrl.AddNews("11/16/2002","Quad Machine",@
WE LOVE THE QUAD!
WE NEED THE QUAD!
WE BREATHE THE QUAD!
Download [QUADMACHINE]!

It is over (3mb), because of the [COOL MUSIC] that is included.
But we all love [Sonic Mayhem], and we ALL LOVE THE QUAD, so download this map, extract it, run it, [set /g_quadfactor] to (100) or something REALLY CRAZY, GET SOME FRAGBAIT...
...AND BLAST THE HELL OUT OF EVERYBODY!

Second Update: I have modified the maps page.
Visitors may now traverse through each level's screenshot gallery to see whether or not the download is worth their effort. I will soon add more features to the page, particularly ones that are user friendly and expand their functionality.

Last Update: Due to increasing demand, I will revive the [Return to Castle: Quake] map, as soon as I get a chance. I am deciding whether or not to expand the map, or leave it as is and push for a final.

You decide folks, drop me a line: [bfg20k@nycap.rr.com]

<|3FG20K>
"@)

\$Ctrl.AddNews("11/13/2002","Out of My Head (Beta)",@
Ok. After some minor adjustments and a recompile...
...my screen saver screwed up the compilation, go figure...

I believe the map is ready to roll out. I have tested all that could go wrong, and if there are any more problems, please let me know immediately.

Anyway, here is [Out of My Head].
To lessen the confusion from earlier, I have renamed the map without a '1'
If you need an alternative... (= Haha =)
Then you can download the file [here](<no download link>) too.

<|3FG20K>

"@)

`$Ctrl.AddNews("11/09/2002","Collaboration",@"`

I'm working hard putting brushes together and stuff, I almost have my CTF map completed. Shortly after, me and [Zer0_Co0l] will co-release a map that I think is the most fun [Quake III Arena] has to offer.

[+] Small arena

[+] Quad respawn (10) seconds

[+] G_quadfactor (9999)

With that being said, I must now make a departure for WORK!

I'm trying to put a (P4) system together, if anyone has any motherboards or processors they want to get rid of, e-mail me at [bfg20k@nycap.rr.com]

<|3FG20K>

"@)

`$Ctrl.AddNews("11/02/2002","Zer0_Co0l",@"`

Good News: I have been hanging out with my buddy [Zer0_Co0l], and I must say that he may eventually be making some of the maps here!

He has a bunch of various computer skills:

[+] [coding]

[+] [playing games]

[+] [content]

[+] [graphics], etc...

...and I would like to welcome him aboard.

I am also going to finish a [ctf] level I have been working on for a while as a [free for all] map and tourney, but it will have (2) bases because as of right now I have a version ready for people to play. I need to make some adjustments, and recompile, then I will load it up.

See you real soon folks.

<|3FG20K>

"@)

`$Ctrl.AddNews("10/27/2002","Revisions",@"`

I haven't made anything since the other day, but I have been editing this web page and making [revisations (meant revisions)] of the layout...

I plan to revamp this after I get a few maps finished.

I plan on moving on from [Quake III Arena], but hopefully that won't be for a few more months until I get my new computer up and running, I need a bunch of parts for a new one.

By all means folks, stick around and I'll give you some entertainment you'll enjoy.

Thanks!

<|3FG20K>

"@)

`$Ctrl.AddNews("10/25/2002","Absent",@"`

Hi ladies and gentlemen, I am back.

I cannot promise that I will make another distant leave, but I can say that what I've done today has really opened my mind about the possibilities of ideas I can have if I just open up my mind a little bit and follow through.

So I say to you, that I have returned to make some maps!

I don't know what I will build because I have nothing in mind, I will get an idea though.

I had some maps over the summer I was working on ready to release, but some really bad mishaps took place and I prefer to not explain.

([Jeff Truesell] and [Zach Temme] kept destroying stuff in my house, I kept calling the police, they did nothing, and then I took the law into my own hands and assaulted [Jeff] with a baseball bat, then they stopped breaking into my house and destroying stuff.)

Anyway, consider this site as a continuing work effort.

<|3FG20K>

"@)

```
$Ctrl.AddNews("05/18/2002","Temporary Withdrawal",@)
```

Yeah, it's been a while since I've updated anything, so alas here is my update.
I have done NOTHING for the past few months.

Yeah, that's right - I haven't touched [Q3Radiant] with any good feeling or ideas for a while.
I will get [RTCQ] out of the door.

After that is whatever I had written down, or drawn down,
or maybe I'll just improvise the whole thing.

Anyway, just let it be known I'm not dead and being a disciple might not be a bad thing if I can
release some promising material =0

```
<|3FG20K>  
"@)
```

```
$Ctrl.AddNews("02/01/2002","Return to Castle: Quake",@)
```

Awesome news indeed!
[Return to Castle: Quake] is a finished for testing form!

You can grab it here... [Return to Castle: Quake (Test)]
As it is, you can play [Free-For-All] with up to (4) players, or you could play in Tourney mode.
I've had to rebuild the entire map, with help from [q3map.exe] of course, so I haven't gotten to
placing any detail outside of the castle.

Anyway, it's promising as it is - It's not [ZTN], or [Charon], but maybe the next best thing.
Have fun fraggers!

Alternate download site: [Return to Castle: Quake (Test)]

```
<|3FG20K>  
"@)
```

```
$Ctrl.AddNews("01/29/2002","Hard Drives",@)
```

I know, I know, it's been more than half a year since I've updated the page.
Well, no more worries.

The reason I've been left behind in updating the page is because of real life things that just kept
getting in the way. Back in October, I planned to release a map for [Urban Terror] for the UT contest.

Unfortunately, as I upgraded my [hard drive], I made the stupid mistake of shorting the [old one] that
had all of my stuff on it, as well as the [new hard drive]. So I waited for a while to get a
replacement, and I've just been trying to get my computer up and running like it used to be.

At that point, I just didn't feel like mapping for a little while.
Now I am definitely up and running, so I would like to spread the good news that I have a few maps
that I plan to push out the door. The first is a map called [Return to Castle: Quake]. It is a simple
level with basic solid architecture (this is the map I intended on releasing for the UT contest) and
solid tournament gameplay, with the [Evil 7] Texture set.

Secondly, is a map called [Tower of Oblivion] that I've finished making plans for and only started
mapping. Lastly, I don't know if I will make it, but I did pump out a beta on Lvl called [The Level],
if all goes well with the former maps, then I'll consider finishing that one.

Also, my friend Zer0_Co0l is making maps now, and I hope to add his maps to my page...
If you play HELLRA3MAP1 and play [Tranquil Equilibrium], you'll probably notice a separate style from
the other four, that's because he is the one that originally made the stairwell areas.

Finally, my favorite map, [20KDM1] was reviewed on [:::Lvl] a little while ago, and it got a pretty
decent review =).

Here's the little extra work I put in during that long wait [Return To Castle: Quake].
So until the next update, so long chums.

```
<|3FG20K>  
"@)
```

```
$Ctrl.AddNews("07/26/2001","Dude, You Can Go To Hell",@)
```

[hellra3map1] is finally complete.
After (10) months of construction, it's a great relief to know that finally the map is finished.

There are (3) [Rocket Arenas], (1) [Red Rover Arena], and (1) [Clan Arena].

The main selection room has a few extra goodies I decided to throw in for a few brownie points =)
Anyway, go have fun with [hellra3map1.zip]

Some guy on the [MAHQ] team asked me to do a [recompile] on the map, so if you downloaded the [RA3] map earlier today, you're gonna have to download it again.

[BREMAN] of clan [PoT] is hosting the new [RA3] map at this kick ass server: [63.162.63.19:27965]

<|3FG20K>
"@)

```
$Ctrl.AddNews("07/21/2001","Tempered Graveyard",@  
Great news everyone!  
[Tempered Graveyard] is a finished DM level!
```

You can grab it here... [map-20kdm1.zip]
As it is, you can play [Free-For-All] with (7) other players and still have a normal game,
or (11) other players and have a blast...

You can have a nice game of [TDM] with (4) player teams pitted against each other...
Or you can try it out as a [Tournament map] - It is a very big tourney map =)

<|3FG20K>
"@)

```
$Ctrl.AddNews("07/15/2001","hellra3map1 Beta",@  
Good news everyone... [hell-ra3map1-beta5.zip] is available to download.  
Have fun playing it =)
```

Bad news...
There are some minor problems in some of the arena's so it may not look finished...
(which is why it is BETA)

<|3FG20K>
"@)

```
$Ctrl.AddNews("06/29/2001","Updated Screenshots",@  
I updated the screenshots yet again.  
Try not to have too much fun looking at the screenshots, it might ruin the entertainment of the actual  
map when I finish up (35%) of the level =)
```

[BFGDM2A/The Clan Arena]

<|3FG20K>
"@)

```
$Ctrl.AddNews("06/27/2001","Silence and Wisdom",@  
I mapped a little something while I was getting stressed with the [Clan Arena], and here it is...  
[Silence and Wisdom] [arena5.zip].
```

It's a (1v1) arena I will place in the [hell-ra3map1] multi-arena so it will contain a total of (5) arenas! Anyway, have fun with that, let me finish building the clan arena.

<|3FG20K>
"@)

```
$Ctrl.AddNews("06/14/2001","End of 10th grade",@  
Sorry for the severe lack of updates...  
It's been the end of the school year, hectic and uninspiring.
```

Anyway, I want everyone to know that I haven't forgotten about my mapping duties,
although I have broken the promises about having some maps done when I said they'd be...

Right now I have [bfgdm2a/the clan arena] for [hell-ra3map1] (50%) finished...
It looks pretty good in some spots, here's a link to some screenshots I took.

I'm trying to recapture the feel of [q3dm6], so don't feel like you're an idiot if the map feels
reminiscent of it =)

<|3FG20K>
"@)

```
$Ctrl.AddNews("05/24/2001","16th Birthday",@"  
I felt it was my duty to proclaim...  
IT IS MY BIRTHDAY!
```

I know, I know, I'm not important enough for anyone to care...
However, I just needed to let everyone know instead of having a blank for a news update.

I haven't mapped in a week, and you can blame it all on my friends and my NOW ex-girlfriend.

I'm going to a LAN party this weekend so I will probably get back into mapping heavily next week.

```
<|3FG20K>  
"@)
```

```
$Ctrl.AddNews("05/18/2001","BFGDM2A",@"  
I am heavily reconstructing [BFGDM2A], which will be large enough to fit in my Gothic themed RA3 map,  
[HELL-RA3MAP1] as a [clan arena].
```

Right now it is approximately (25-30%) completed, and I want to say I'll finish it by the end of May, but I'm not too sure. I have plans for releasing [HELL-RA3MAP2] (The space map) sometime within the next month, and what's this...?

```
[HELL-RA3MAP3]?  
Yep.  
That's right.  
You heard me.
```

I'm going to make yet a third and probably final ra3 map with a base texture theme.
After this I'm going to chill by making a few DM maps...

But be aware, I am making no promises that they will all be released when I say they'll be...
There might be some unknown problems along the way, for instance if I get too carried away, my girlfriend might have a kid (I'd have to have a girlfriend first, right?) and I might O/D on Minocycline!

Anyway, be prepared for some good stuff to emerge.

```
<|3FG20K>  
"@)
```

```
$Ctrl.AddNews("05/05/2001","BFGDM4",@"  
Just a quick little rundown of what's done and what I'm working on...  
[BFGDM4] is now FINISHED, you can check it out on the maps page.
```

For a little twist on making it a *little* more interesting, I've optimized the lighting in [BFGDM3], and a few other things to make up [BFGDM3A].

Feel free to check that out too.
I'm trying to figure out what kind of additions I can make to [BFGDM1], and it should not be too long until I release that. [BFGDM2A] is kind of one of those projects I don't really want to finish but I know I have to...

I'll probably finish that sometime soon. [HELL-RA3MAP1-BETA5] will be released next month... and [HELL-RA3MAP2-BETA1] will be released sometime this weekend. Note that this map will only have two arenas, [Suspended Animation], and [Space Station 1138].

The multi-arena as I'm thinking it should be, will probably be [Q3DM17]...
Go figure =)

```
<|3FG20K>  
"@)
```

```
$Ctrl.AddNews("05/04/2001","Website Launched",@"  
Hurrah!  
It's launched!  
The site is launched!
```

For you people who are just wondering who the hell I am, if you don't already know me...
I'm a (15) year old who will be (16) on the (24th) of this month...
...and I play [Quake III Arena] to no end.

Not only do I [play] the game, but I [map] for it too.
Yes, some people say, it's [difficult] to be a [great mapper] and a [great player], well, forget it.
I'd rather be a [jack of all trades] than someone who's [consistently doing the same thing]...

I get bored quickly =(.
Anything else you want to know you might find on this site...
If not, just e-mail me at [bfg20k@planetquake.com].

Finally, if anyone wants to play [hell-ra3map1-beta4], there's a healthy server with a [T3] running it at [208.136.2.13:27960] - [Crunch-N-Munch RA3 1.5].

Be sure to check in often though, I try to pump out a map every week or two =).

Later Update: [bfgdm4] is ready to roll.
Go to the maps section to get it =)
If you were here earlier today, there was a previous post which said I would release this later...

Well, later is now, so if you really want the final version which clocks around (2mb), go ahead and have fun d/lin' this fine map.

<|3FG20K>
"@)

```
$Ctrl.AddNews("04/30/2001","Website Online",@"
```

Yes!
The site is up!
Hurray for PQ!

Right now, I have about (10) pages of graph paper with level plans on them...
Every project that I have on beta, or if finished, I'll leave it up for grabs.

Right now, my collection may not seem impressive.
That will change quickly when I get the five maps I'm working on completed.
To make things even more interesting, I'm going to start naming my maps like so...
- [20kdm1]
- [20kdm2]
- [20kdm3], etc...

The reason being is that my upcoming work will be a lot better, and I don't want people to think that by releasing [bfgdm5], I have previously released (4) equally efficient maps.

That is all I must say for now...
This begins the dawn of a new generation of cool maps for [Q3A].
Prepare to be rocked!

Later Update: I have [hell-ra3map1-beta4] ready for everyone to play!
It has three [Rocket Arena]'s...
That's it for now.
I hope you like those shaders that I made, it took me a little while to come up with them all.
Grab it here!
[hell-ra3map1-beta4.zip]

Just to let anyone who wants to know, know... I will transfer the files from my friend [Malakili]'s server to [FilePlanet] as soon as [Gamespy] fixes the [directory permissions].

<|3FG20K>
"@)

```
$Ctrl.AddNews("04/23/2001","Introduction to PlanetQuake",@"
```

Time to show people everything I've got... Lemme see here... Where should I begin?

First of all, I'd like to introduce myself.
My name is Mike Cook, I'm 15, and I map a lot.

I don't just map a lot, but I like to keep in particular, [Quake III Arena].

I've done several projects over the last (11) months, with my first few completely sucking...
I'll try to pump out some remakes of them or something.

Lately, I have been trying to complete a clan arena for a gothic themed [RA3] map that I might just throw out of the window because who wants another gothic map...?

I have began to think that maybe I could catch the eye of a few with a space [RA3] map...
Yeah, that's the ticket...

Imagine playing a [Space RA3] map - Yeah, I know what you're thinking though...
"That's going to be mad gay because people will fall off of the edges easily, and the guys
that are wicked good with the Railgun will own."

Don't worry about it, I've got it covered.
So far, the past two DM levels I've been working on:
[+] [Space Station 1138]
[+] [Suspended Animation]
...will be included, and I'm *probably* going to stick in [Q3DM17 - The Longest Yard],
with credits to [ID Software] that is =)

I'm going to keep my [Counter-Strike] mapping to a minimum because my friend [Malakili]
whom I've helped learned how to map is probably going to take over all of the projects we've
worked on together, 100%.

If you've got any questions for me, you [Quake Community] you, go ahead and e-mail me at:
[bfg20k@nycap.rr.com].

Thanks.

<|3FG20K>
"@)

\$Ctrl.AddNews("07/29/2023", "Shopping Maul [Xaml]", "@")
So, it is currently [07/29/23 @ 2113 EST], and I've been working to build a Xaml based application
that shows off my mapping portfolio from [Quake III Arena]. I have been accumulating a bunch of
mapping related content as well as general [Q3A] play over the last couple weeks.

Today, I said to myself... "I could totally make an application that hosts all of the map information
as well as videos and stuff, couldn't I...?"

Nobody was in eyesight or earshot to respond "Yeh man. You totally could. So, why don't you...?"

Anyway, yeh. Sometimes... people have stuff to do.
Other times, stuff gets done after it's conceptualized and made.
In rare instances, stuff does itself... and people just sit around watching stuff happen.

If that sounds vague...?
That's because it's meant to sound pretty vague, and comedic.
If [you can't just blow a hole in Mars]...?

Then you can't just talk about stuff in a [non-descript manner] whereby causing people to wonder what
the hell is really going on, or what is really being said.

Nah. Gotta keep people in [suspense] and stuff, that's why being [vague] is pretty important.

You don't wanna just [let the cat out of the bag], whereby allowing everybody to see what the cat
looks like.

...you have to talk about the [shape] of the cat...
...the [personality] of the cat...
...what color fur the cat has...
...what the cat sounds like...
...what the cat doesn't like...
...and whether or not the cat in question, has an air of [sassiness] or [snarkiness] about it.

Once all is said and done...?
The cat will eventually come out of the bag in entirety for all to see.

Until then...?
The cool cat is going to take it's time waiting for the perfect moment, to come out of the bag.

<|3FG20K>
"@)
#>

PS Prompt:\> . "C:\Files\Invoke-ShoppingMaul-AddNews.ps1" # + The above commands saved to that file
[00:00:03.6347743] (State: 1/Status: Added [+] <News: (09/12/2005/End of summer (2005))>)
[00:00:03.6357725] (State: 1/Status: Added [+] <News: (09/09/2005/Insane Products (Release))>)

```
[00:00:03.6357725] (State: 1/Status: Added [+] <News: (09/04/2005/Insane Products (second beta))>)>
[00:00:03.6367705] (State: 1/Status: Added [+] <News: (09/03/2005/Q3Map2.exe)>)>
[00:00:03.6377729] (State: 1/Status: Added [+] <News: (09/02/2005/Insane Products (Back to work))>)>
[00:00:03.6377729] (State: 1/Status: Added [+] <News: (05/14/2005/Doom 3 + Resurrection of Evil))>)>
[00:00:03.6387716] (State: 1/Status: Added [+] <News: (04/03/2005/Long Time Away)>)>
[00:00:03.6397713] (State: 1/Status: Added [+] <News: (01/11/2004/20kdm3 (Beta))>)>
[00:00:03.6406552] (State: 1/Status: Added [+] <News: (01/01/2004/New Year (2004) + [Doom 3]
anticipation)>)>
[00:00:03.6406552] (State: 1/Status: Added [+] <News: (10/19/2003/(2003) Summary)>)>
[00:00:03.6416806] (State: 1/Status: Added [+] <News: (03/06/2003/BFGCTF1 or 20KCTF1...?)>)>
[00:00:03.6426748] (State: 1/Status: Added [+] <News: (02/28/2003/Insane Product AKA Tower of Oblivion)>)>
[00:00:03.6426748] (State: 1/Status: Added [+] <News: (02/08/2003/Tower of Oblivion (Short update))>)>
[00:00:03.6436739] (State: 1/Status: Added [+] <News: (01/30/2003/Tower of Oblivion (50%))>)>
[00:00:03.6436739] (State: 1/Status: Added [+] <News: (12/28/2002/Out of My Head (Release))>)>
[00:00:03.6449351] (State: 1/Status: Added [+] <News: (11/21/2002/Out of My Head (Beta 2))>)>
[00:00:03.6454869] (State: 1/Status: Added [+] <News: (11/17/2002/Return to Castle: Quake)>)>
[00:00:03.6460290] (State: 1/Status: Added [+] <News: (11/16/2002/Quad Machine)>)>
[00:00:03.6460290] (State: 1/Status: Added [+] <News: (11/13/2002/Out of My Head (Beta))>)>
[00:00:03.6470510] (State: 1/Status: Added [+] <News: (11/09/2002/Collaboration)>)>
[00:00:03.6470510] (State: 1/Status: Added [+] <News: (11/02/2002/Zer0_Co0l)>)>
[00:00:03.6480491] (State: 1/Status: Added [+] <News: (10/27/2002/Revisions)>)>
[00:00:03.6480491] (State: 1/Status: Added [+] <News: (10/25/2002/Absent)>)>
[00:00:03.6490489] (State: 1/Status: Added [+] <News: (05/18/2002/Temporary Withdrawal)>)>
[00:00:03.6490489] (State: 1/Status: Added [+] <News: (02/01/2002/Return to Castle: Quake)>)>
[00:00:03.6500483] (State: 1/Status: Added [+] <News: (01/29/2002/Hard Drives)>)>
[00:00:03.6500483] (State: 1/Status: Added [+] <News: (07/26/2001/Dude, You Can Go To Hell)>)>
[00:00:03.6510489] (State: 1/Status: Added [+] <News: (07/21/2001/Tempered Graveyard)>)>
[00:00:03.6510489] (State: 1/Status: Added [+] <News: (07/15/2001/hellra3map1 Beta)>)>
[00:00:03.6520489] (State: 1/Status: Added [+] <News: (06/29/2001/Updated Screenshots)>)>
[00:00:03.6520489] (State: 1/Status: Added [+] <News: (06/27/2001/Silence and Wisdom)>)>
[00:00:03.6530481] (State: 1/Status: Added [+] <News: (06/14/2001/End of 10th grade)>)>
[00:00:03.6550465] (State: 1/Status: Added [+] <News: (05/24/2001/16th Birthday)>)>
[00:00:03.6560474] (State: 1/Status: Added [+] <News: (05/18/2001/BFGDM2A)>)>
[00:00:03.6570505] (State: 1/Status: Added [+] <News: (05/05/2001/BFGDM4)>)>
[00:00:03.6580461] (State: 1/Status: Added [+] <News: (05/04/2001/Website Launched)>)>
[00:00:03.6580461] (State: 1/Status: Added [+] <News: (04/30/2001/Website Online)>)>
[00:00:03.6590457] (State: 1/Status: Added [+] <News: (04/23/2001/Introduction to PlanetQuake)>)>
[00:00:03.6600479] (State: 1/Status: Added [+] <News: (07/29/2023/Shopping Maul [Xaml])>)>
PS Prompt:\>
```

```
# [News -> Export mode (Exports all of the above stuff to text files in the "base\news" folder)]
$Ctrl.News.ExportAll()
```

```
# [News -> Import mode (Performs the reverse of the above, and deserializes those files)]
$Ctrl.News.ImportAll()
```

```
<# [Maps -> Commentary]
```

In this section, to build the map information from [scratch], the [Refresh()] method will pull from the [Enumeration type] in order to create a bunch of [MapEntryItem]'s from within the [MapEntryList] object.

That's what \$Ctrl.Maps object is.

I'll cover more about what things do or whatever in the document, not the script area.

```
#>
```

```
# [Maps -> Enumerate mode (Default)]
$Ctrl.Maps.Refresh()
```

```
# [Maps -> Set Description (Default)]
ForEach ($Item in $Ctrl.Maps.Output)
{
    $X = Switch ($Item.Name)
    {
        bfgdm1
        {
            @"I don't believe this was a horrible first effort...",
            "",
            "Basically, the map is symmetrical with armor on the [Right] sides",
            "(depends on if you're looking in the proper direction) and the [Left]",
            "sides have [Shotgun] and [Railgun].",
            "",
            "On the [north] side, is a [Rocket Launcher], and on the south side is a [Plasma Gun].",
            "In the center, like a ton of other maps, is the [Quad Damage].",
        }
    }
}
```



```

    "",
    "There are many flaws in the map, and I'm not going to bother going into detail,",
    "but mainly this was my first experiment with curves."),
    "2-3",
    "Free-For-All",
    "Textures: No | Sounds: No | Graphics: No",
    "Any DM mod"
}
bfgdm2
{
    @("My second map, featuring a great layout, but not very pretty texture selections.",
    "",
    "The theme is gothic with a touch of base here and there.",
    "There are two main areas, the Rocket Launcher area, and the Lightning Gun/Haste area.",
    "",
    "The map is right on spot for tourney play, and free for all."),
    "2-5",
    "Free-For-All, Tournament",
    "Textures: No | Sounds: No | Graphics: No",
    "Any DM mod"
}
bfgdm3
{
    @("Finally, my professional map skills have surfaced with the creation of my (3rd)",
    "publicly released map, [Space Station 1138].",
    "",
    "I submitted this map to the [Q3 Geometry Challenge], hosted by [Nunuk].",
    "",
    "This is a deathmatch level, but can easily be played in Tournament mode,",
    "although [Railwhores] may end up owning anyone."),
    "2-6",
    "Free-For-All, Tournament",
    "Textures: Yes | Sounds: No | Graphics: No",
    "Any DM mod"
}
bfgdm4
{
    @("Reminiscent to [Doom 2]'s [Dead Simple] as one commenter said,",
    "this map sports chaotic deathmatch while still looking good and hosting fair gameplay."),
    "2-4",
    "Free-For-all",
    "Textures: Yes | Sounds: No | Graphics: No",
    "Any DM mod"
}
bfgdm3a
{
    @("Modified version of BFGDM3.",
    "Finally, my professional map skills have surfaced with the creation of my (3rd)",
    "publicly released map, [Space Station 1138].",
    "",
    "I submitted this map to the [Q3 Geometry Challenge], hosted by [Nunuk].",
    "",
    "This is a deathmatch level, but can easily be played in Tournament mode,",
    "although [Railwhores] may end up owning anyone."),
    "2-6",
    "Free-For-All, Tournament",
    "Textures: Yes | Sounds: No | Graphics: No",
    "Any DM mod"
}
20kdm1
{
    @("This is a somewhat Medium/Large [FFA] and [TDM] level I made originally for",
    "my [RA3] map, [RA3MAP1] which turned out to be so much more."),
    "6-12",
    "Free-For-All, Team Deathmatch",
    "Textures: No | Sounds: No | Graphics: No",
    "Any DM/TDM mod"
}
hellra3map1
{
    @("There are (3) [Rocket Arenas], (1) [Red Rover Arena], and (1) [Clan Arena].",
    "The main selection room has a few extra goodies I decided to throw in for a",
    "few brownie points =)"),
    "2-32",
    "All",
    "Textures: Yes | Sounds: Yes | Graphics: No",
    "RA3"
}

```

```

    }
    20kdm2
    {
        @("My favorite tournament level, which consists of the [Evil7] Texture set,",
        "and tight chaotic gameplay. There are (3) tiers, and as an added feature you can rocket jump",
        "on top of and over the battlements; I want players to have freedom."),
        "2-8",
        "Free-For-All",
        "Textures: Yes | Sounds: No | Graphics: No",
        "Any DM mod"
    }
    20kctf1
    {
        @("There are many combinations of attempting to retrieve the flag, and returning to your base",
        "in this one. Most [CTF] maps have several routes in which one may bring the flag back, but not",
        "many have unique passageways, streamlined with [Threewave CTF] textures forged only by the",
        "texture god himself, [HFX Evil].",
        "",
        "With a combination of [snow], [fog], [concrete], [jump pads], and [teleporters], this map is",
        "sure to fuel the fire of many hardcore [Quake III Capture The Flag/Threewave Capturestrike]
players."),
        "8-16",
        "Free-For-All, Team Deathmatch, Capture The Flag",
        "Textures: Yes | Sounds: No | Graphics: No",
        "CTF/Threewave CTF"
    }
    20kdm3
    {
        @("This level is a compilation of a bunch of influences among the [Quake Community].",
        "I'd like to thank [Tim Willits], [ZTN], [Charon], and bunches of other mappers that",
        "helped me create such a rich [Quake] experience.",
        "This level's premise is a [Slime factory].",
        "Since slime has never had such a really cool setting, I decided to make a slime factory",
        "in its' entirety. There are so many routes to take in this map it will make your head spin."),
        "2-16",
        "Free-For-All, Team Deathmatch, Tournament, forms like 'The Edge'",
        "Textures: Yes | Sounds: Yes | Graphics: No",
        "Any DM/TDM mod, RA3"
    }
    20230717
    {
        @("This is a level that I made demonstrating the capabilities of [GtkRadiant] in (2023).",
        "There is plenty more that could be done to this map, but that will probably be part of",
        "an anthology of how to use [GtkRadiant], and the map can be seen being built in this",
        "https://github.com/mcc85s/FightingEntropy/tree/main/Video/GtkRadiant"),
        "2-4",
        "Free-For-All, Tournament",
        "Textures: Yes | Sounds: No | Graphics: No",
        "Any DM mod"
    }
}

$item.SetDescription($X[0],$X[1],$X[2],$X[3],$X[4])
}

```

```

# [Maps -> Export mode]
$Ctrl.Maps.ExportAll()

```

```

<# [Videos -> Commentary]

```

So, in this section, [YouTube] didn't exist until after the website I once hosted had existed and was relinquished from existence by the change in ownership between [GameSpy] and [IGN].

Many sites remained, but I explicitly remember when people at [PlanetQuake] were like:

[PlanetQuake]: HEY~!

BRO.

[Me] : Sup...?

[PlanetQuake]: We're basically tearing down a bunch of sites.

We're lettin' ya know so you can get your data and stuff.

[Me] : Oh ok.

I mean, it is what it is.

[PlanetQuake]: Nah, look.

When you get older, you're gonna realize how important this data actually is.

So...

[Me] : Alright, so...?

[PlanetQuake]: We're gonna give you a way to download your data, and then...

You just gotta download it and hang onto it, dude.
 Or else you'll... *shakes head* you'll regret it, buddy...
 [Me] : Is that a threat...?
 [PlanetQuake]: Nah, I'm just sayin' you'll look back and be like:
 [You]: Damn, should've downloaded my data...
 [Me] : Alright, fine.
 [PlanetQuake]: Anyway, [...:LvL] will still be around too.
 So, there's that.
 [Me] : [...:LvL] is awesome.
 [PlanetQuake]: *nodding* Yup.
 It is.
 Anyway, take care dude.
 [Me] : You too.
 [PlanetQuake]: Bye.
 [Me] : Bye.

The conversation wasn't verbatim, but the context is pretty accurate.

Anyway, [YouTube] didn't exist back then, or it was in its infancy.
 So, I wasn't able to record videos of my maps and upload them to [PlanetQuake].

This might've even been before [James Rolfe/Angry Video Game Nerd]'s time...
 I don't know.

[YouTube] did exist in like (2005/2006), but in order to get a [YouTube] account,
 you had to travel all the way around the world in a boat with a herd of goats, and
 they had to all survive the trip, as well as you.

Then after you traveled all the way around the world, you had to take the herd of
 goats to the heart of the [Himalayan mountains], and meet with [Tibetan monks] who
 study the holy sacred art, of tellin' it like it really is at all times.

Once you met with the monks, you had to convince them to take the herd of goats.

Typically they would be pleased by seeing a new herd of goats, but they would
 get pissed if [any] of the goats died, and then they wouldn't issue a note on a
 scroll meant to be read by a machine in the first world, that verified the
 authenticity of the scroll.

Anyway, if all of your goats survived as well as you, and you managed to charm the
 [Tibetan monks], they would issue a genuinely written [Tibetan monk] scroll that stated:
 "This person should be allowed to have a [YouTube] account..."

And then, the machine in the first world would be able to read that scroll, and
 determine the true nature as to whether or not a [Tibetan monk] had written that.
 Once it was determined by the machine in the first world that an actual [Tibetan monk]
 had written that statement on a scroll...?

That is when [YouTube] allowed that person to have an account on their platform.

I am [slightly exaggerating] how difficult it was to get a [YouTube] account back
 in it's infancy... but- make no mistake. The [Tibetan monks] have spiritual powers,
 and they are quite skilled at convincing people to do stuff.

#>

```

# [Videos -> Create mode]
$Ctrl.AddVideo("07/28/2023",
    "2023_0728-(Q3A Practice)",
    "https://youtu.be/2376LUpG3_0",
    "01:50:16")
$Ctrl.AddVideo("07/29/2023",
    "2023_0729-(Q3A Practice)",
    "https://youtu.be/F4HvOosnnG4",
    "01:37:17")
$Ctrl.AddVideo("07/28/2023",
    "2023_0728-(Q3A Practice - Test Map)",
    "https://youtu.be/efn3SmNPWS8",
    "00:15:35")
$Ctrl.AddVideo("07/17/2023",
    "2023_0717-(GtkRadiant)",
    "https://youtu.be/-tGdz6oxXZI",
    "06:05:05")
  
```

```

$Ctrl.AddVideo("07/17/2023",
    "2023_0717-(Test Map)",
    "https://youtu.be/cbdJ-rWJbVI",
    "00:03:45")
$Ctrl.AddVideo("07/16/2023",
    "2023_0716-(Q3A Practice)",
    "https://youtu.be/OpDG2mYLYM8",
    "02:22:36")
$Ctrl.AddVideo("07/15/2023",
    "2023_0715-(Q3A + GtkRadiant)",
    "https://youtu.be/aoS1HEDay4o",
    "00:32:07")
$Ctrl.AddVideo("07/10/2023",
    "2023_0710-(Q3A Practice (Custom Maps 2/2))",
    "https://youtu.be/_siuaph1_vc",
    "00:28:34")
$Ctrl.AddVideo("07/10/2023",
    "2023_0710-(Q3A Practice (Custom Maps 1/2))",
    "https://youtu.be/bQ46Pvp0t0o",
    "00:44:15")
$Ctrl.AddVideo("07/08/2023",
    "2023_0708-(Q3A Practice)",
    "https://youtu.be/RCKI20FtCB4",
    "03:13:28")
$Ctrl.AddVideo("05/28/2021",
    "2021_05_28_06_01_57",
    "https://youtu.be/Hj8TaUgUh64",
    "00:34:44")
$Ctrl.AddVideo("06/05/2021",
    "2021_0605-(20KDM2 - Return to Castle: Quake (2002))",
    "https://youtu.be/xN53K9oGCME",
    "00:05:16")
$Ctrl.AddVideo("06/05/2021",
    "2021_0605-(20KDM1 - Tempered Graveyard (2001))",
    "https://youtu.be/dyHwm9AdkQs",
    "00:10:33")
$Ctrl.AddVideo("06/05/2021",
    "2021_0605-(20KCTF1 - Out Of My Head (2002))",
    "https://youtu.be/rwyHCNnwLkM",
    "00:16:16")
$Ctrl.AddVideo("06/05/2021",
    "2021_0605-(20KDM3 - Insane Products (2006))",
    "https://youtu.be/EG8UyJSMK3Y",
    "00:11:25")

```

```

PS Prompt:\> . "C:\Files\Invoke-ShoppingMaul-AddVideos.ps1" # + The above commands saved to that file
[00:00:07.2672608] (State: 1/Status: Added [+] <Video: (07/28/2023/2023_0728-(Q3A Practice))>)
[00:00:07.2682627] (State: 1/Status: Added [+] <Video: (07/29/2023/2023_0729-(Q3A Practice))>)
[00:00:07.2692666] (State: 1/Status: Added [+] <Video: (07/28/2023/2023_0728-(Q3A Practice - Test Map))>)
[00:00:07.2712626] (State: 1/Status: Added [+] <Video: (07/17/2023/2023_0717-(GtkRadiant))>)
[00:00:07.2722681] (State: 1/Status: Added [+] <Video: (07/17/2023/2023_0717-(Test Map))>)
[00:00:07.2742598] (State: 1/Status: Added [+] <Video: (07/16/2023/2023_0716-(Q3A Practice))>)
[00:00:07.2752630] (State: 1/Status: Added [+] <Video: (07/15/2023/2023_0715-(Q3A + GtkRadiant))>)
[00:00:07.2762627] (State: 1/Status: Added [+] <Video: (07/10/2023/2023_0710-(Q3A Practice (Custom Maps 2/2)))>)
[00:00:07.2772628] (State: 1/Status: Added [+] <Video: (07/10/2023/2023_0710-(Q3A Practice (Custom Maps 1/2)))>)
[00:00:07.2782633] (State: 1/Status: Added [+] <Video: (07/08/2023/2023_0708-(Q3A Practice))>)
[00:00:07.2812630] (State: 1/Status: Added [+] <Video: (05/28/2021/2021_05_28_06_01_57)>)
[00:00:07.2832616] (State: 1/Status: Added [+] <Video: (06/05/2021/2021_0605-(20KDM2 - Return to Castle: Quake (2002)))>)
[00:00:07.2842623] (State: 1/Status: Added [+] <Video: (06/05/2021/2021_0605-(20KDM1 - Tempered Graveyard (2001)))>)
[00:00:07.2852614] (State: 1/Status: Added [+] <Video: (06/05/2021/2021_0605-(20KCTF1 - Out Of My Head (2002)))>)
[00:00:07.2862620] (State: 1/Status: Added [+] <Video: (06/05/2021/2021_0605-(20KDM3 - Insane Products (2006)))>)
PS Prompt:\>

```

```

ForEach ($Item in $Ctrl.Videos.Output)
{
    $Description = Switch ($Item.Id)
    {
        F4Hv0osnnG4 # 2023_0729-(Q3A Practice)
        {
            "Practicing running through Q3A in the least time."
        }
        efn3SmNPwS8 # 2023_0728-(Q3A Practice - Test Map)
    }
}

```

```

{
    "Practicing running through Q3A in the least time."
}
2376LupG3_0 # 2023_0728-(Q3A Practice)
{
    @("Quick video with commentary regarding the map built on [07/17/2023]",
    "which can be found in this GitHub repo link:",
    "https://github.com/mcc85s/FightingEntropy/tree/main/Video/GtkRadiant")
}
cbdJ-rWJbVI # 2023_0717-(Test Map)
{
    @("Video Information",
    "https://github.com/mcc85s/FightingEntropy/tree/main/Video/GtkRadiant")
}
-tGdz6oxXZI # 2023_0717-(GtkRadiant)
{
    @("Video Information",
    "https://github.com/mcc85s/FightingEntropy/tree/main/Video/GtkRadiant")
}
OpDG2mYLYM8 # 2023_0716-(Q3A Practice)
{
    @("Video Information",
    "https://github.com/mcc85s/FightingEntropy/tree/main/Video/GtkRadiant",
    "",
    "[Quake III Arena] beaten on Nightmare difficulty in 2h 26m etc.",
    "Not even close to the world record or anything like that, but I'm practicing"
    "in order to develop a guide to building levels for [Quake III Arena].")
}
aoS1HEDay4o # 2023_0715-(Q3A + GtkRadiant)
{
    @("Video Information",
    "https://github.com/mcc85s/FightingEntropy/tree/main/Video/GtkRadiant",
    "",
    "[Document Information]",
    "https://github.com/mcc85s/FightingEntropy/tree/main/Docs/20230710")
}
bQ46Pvp0t0o # 2023_0710-(Q3A Practice (Custom Maps 1/2))
{
    @("Video Information",
    "https://github.com/mcc85s/FightingEntropy/tree/main/Video/GtkRadiant",
    "",
    "[Document Information]",
    "https://github.com/mcc85s/FightingEntropy/blob/main/Docs/20230710",
    "",
    "This video will be part of another video that provides commentary and",
    "documentation in relation to Quake III Arena, and its gameplay and mapping,",
    "GtkRadiant, game design, and programming.")
}
_siuahp1_vc # 2023_0710-(Q3A Practice (Custom Maps 2/2))
{
    @("Video Information",
    "https://github.com/mcc85s/FightingEntropy/tree/main/Video/GtkRadiant",
    "",
    "[Document Information]",
    "https://github.com/mcc85s/FightingEntropy/blob/main/Docs/20230710",
    "",
    "This video will be part of another video that provides commentary and",
    "documentation in relation to Quake III Arena, and its gameplay and mapping,",
    "GtkRadiant, game design, and programming.")
}
RcKI20FtCB4 # 2023_0708-(Q3A Practice)
{
    @("Video Information",
    "https://github.com/mcc85s/FightingEntropy/tree/main/Video/GtkRadiant",
    "",
    "[Document Information]",
    "https://github.com/mcc85s/FightingEntropy/blob/main/Docs/20230710",
    "",
    "This video will be part of another video that provides commentary and",
    "documentation in relation to Quake III Arena, and its gameplay and mapping,",
    "GtkRadiant, game design, and programming.")
}
rwyHCNnwLkM # 2021_0605-(20KCTF1 - Out Of My Head (2002))
{
    "Recorded [06/05/2021]"
}
EG8UyJSMK3Y # 2021_0605-(20KDM3 - Insane Products (2006))

```

```

    {
        "Recorded [06/05/2021]"
    }
    dyHwm9AdkQs # 2021_0605-(20KDM1 - Tempered Graveyard (2001))
    {
        "Recorded [06/05/2021]"
    }
    xN53K9oGCME # 2021_0605-(20KDM2 - Return to Castle: Quake (2002))
    {
        "Recorded [06/05/2021]"
    }
    Hj8TaUgUh64 # 2021 05 28 06 01 57
    {
        @("Playing Q3A on several custom maps that I created about (20) years ago.",
        "I also briefly talk about these maps in this document:",
        "https://github.com/mcc85sx/FightingEntropy/blob/master/Documentation/2021_0128-A_Deep_Dive.pdf")
    }
}

$Item.SetDescription($Description)

$Thumbnail = "{0}\{1}\thumbnail.jpg" -f $Ctrl.Videos.Path, $Item.Id
$Item.SetThumbnail($Thumbnail)
}

# Videos -> Export Mode
$Ctrl.Videos.ExportAll()

```

Now what I'm going to do, is paste the rest of the `[script]` as if I were simply `[importing files]` that an `[archive]` or `[executable]` would be able to `[distribute]`.

```

<# [News + Maps + Videos -> Import (files must exist)] #>
$Ctrl.News.ImportAll()
$Ctrl.Maps.ImportAll()
$Ctrl.Videos.ImportAll()

<# [Xaml -> Staging Event Handlers] #>

# [News]
$Ctrl.Reset($Ctrl.Xaml.IO.NewsList,$Ctrl.News.Output)

$Ctrl.Xaml.IO.NewsList.Add_SelectionChanged(
{
    $Index = $Ctrl.Xaml.IO.NewsList.SelectedIndex
    $Ctrl.Xaml.IO.NewsTitle.Text = $Null
    $Ctrl.Xaml.IO.NewsContent.Text = $Null

    If ($Index -ne -1)
    {
        $Item = $Ctrl.News.Output[$Index]
        $Ctrl.Xaml.IO.NewsTitle.Text = $Item.Title
        $Ctrl.Xaml.IO.NewsContent.Text = $Item.Content
    }
})

# [Maps]
$Ctrl.Reset($Ctrl.Xaml.IO.MapList,$Ctrl.Maps.Output)

$Ctrl.Xaml.IO.MapList.Add_SelectionChanged(
{
    $Index = $Ctrl.Xaml.IO.MapList.SelectedIndex
    $Ctrl.Xaml.IO.MapTitle.Text = $Null
    $Ctrl.Xaml.IO.MapBuild.Text = $Null
    $Ctrl.Xaml.IO.MapAge.Text = $Null
    $Ctrl.Xaml.IO.MapContent.Text = $Null
    $Ctrl.Xaml.IO.MapLoad.Text = $Null
    $Ctrl.Xaml.IO.MapModes.Text = $Null
    $Ctrl.Xaml.IO.MapCustom.Text = $Null
    $Ctrl.Xaml.IO.MapMod.Text = $Null
    $Ctrl.Xaml.IO.MapArchive.Text = $Null

    $Ctrl.Reset($Ctrl.Xaml.IO.MapImageList,$Null)
}

```

```

    If ($Index -ne -1)
    {
        $Item = $Ctrl.Maps.Output[$Index]
        $Ctrl.Xaml.IO.MapTitle.Text      = $Item.Title
        $Ctrl.Xaml.IO.MapBuild.Text      = $Item.Build
        $Ctrl.Xaml.IO.MapAge.Text        = $Item.Age
        $Ctrl.Xaml.IO.MapContent.Text    = $Item.Description.Content -join "`n"
        $Ctrl.Xaml.IO.MapLoad.Text       = $Item.Description.Load
        $Ctrl.Xaml.IO.MapModes.Text      = $Item.Description.Modes
        $Ctrl.Xaml.IO.MapCustom.Text     = $Item.Description.Custom
        $Ctrl.Xaml.IO.MapMod.Text        = $Item.Description.Mod
        $Ctrl.Xaml.IO.MapArchive.Text    = $Item.Archive

        $Ctrl.Reset($Ctrl.Xaml.IO.MapImageList,$Item.Image.Output.Index)
        $Ctrl.Xaml.IO.MapImageList.SelectedIndex = 0
    }
})

$Ctrl.Xaml.IO.MapImageList.Add_SelectionChanged(
{
    $Item      = $Ctrl.Maps.Output[$Ctrl.Xaml.IO.MapList.SelectedIndex]
    If ($Ctrl.Xaml.IO.MapImageList.SelectedIndex -ne -1)
    {
        $Index = $Ctrl.Xaml.IO.MapImageList.SelectedIndex
        $Ctrl.Xaml.IO.MapImage.Source = $Item.Image.Output[$Index].Fullname
    }
    Else
    {
        $Ctrl.Xaml.IO.MapImage.Source = $Null
    }
})

# [Videos]
$Ctrl.Reset($Ctrl.Xaml.IO.VideoList,$Ctrl.Videos.Output)

$Ctrl.Xaml.IO.VideoList.Add_SelectionChanged(
{
    $Index          = $Ctrl.Xaml.IO.VideoList.SelectedIndex
    $Ctrl.Xaml.IO.VideoTitle.Text      = $Null
    $Ctrl.Xaml.IO.VideoResource.Text   = $Null
    $Ctrl.Xaml.IO.VideoDuration.Text   = $Null
    $Ctrl.Xaml.IO.VideoLaunch.IsEnabled = 0
    $Ctrl.Xaml.IO.VideoDescription.Text = $Null
    $Ctrl.Xaml.IO.VideoThumbnail.Source = $Null

    If ($Index -ne -1)
    {
        $Item = $Ctrl.Videos.Output[$Index]
        $Ctrl.Xaml.IO.VideoTitle.Text      = $Item.Title
        $Ctrl.Xaml.IO.VideoResource.Text   = $Item.Resource
        $Ctrl.Xaml.IO.VideoDuration.Text   = $Item.Duration
        $Ctrl.Xaml.IO.VideoLaunch.IsEnabled = 1
        $Ctrl.Xaml.IO.VideoDescription.Text = $Item.Description -join "`n"
        $Ctrl.Xaml.IO.VideoThumbnail.Source = $Item.Thumbnail
    }
})

$Ctrl.Xaml.IO.VideoLaunch.Add_Click(
{
    $Item = $Ctrl.Xaml.IO.VideoList.SelectedItem
    Start-Process $Item.Resource
})

# [About]
$Ctrl.Reset($Ctrl.Xaml.IO.Module,$Ctrl.Module)

# [Invoke the GUI]
$Ctrl.Xaml.Invoke()

```

And there ya have it.

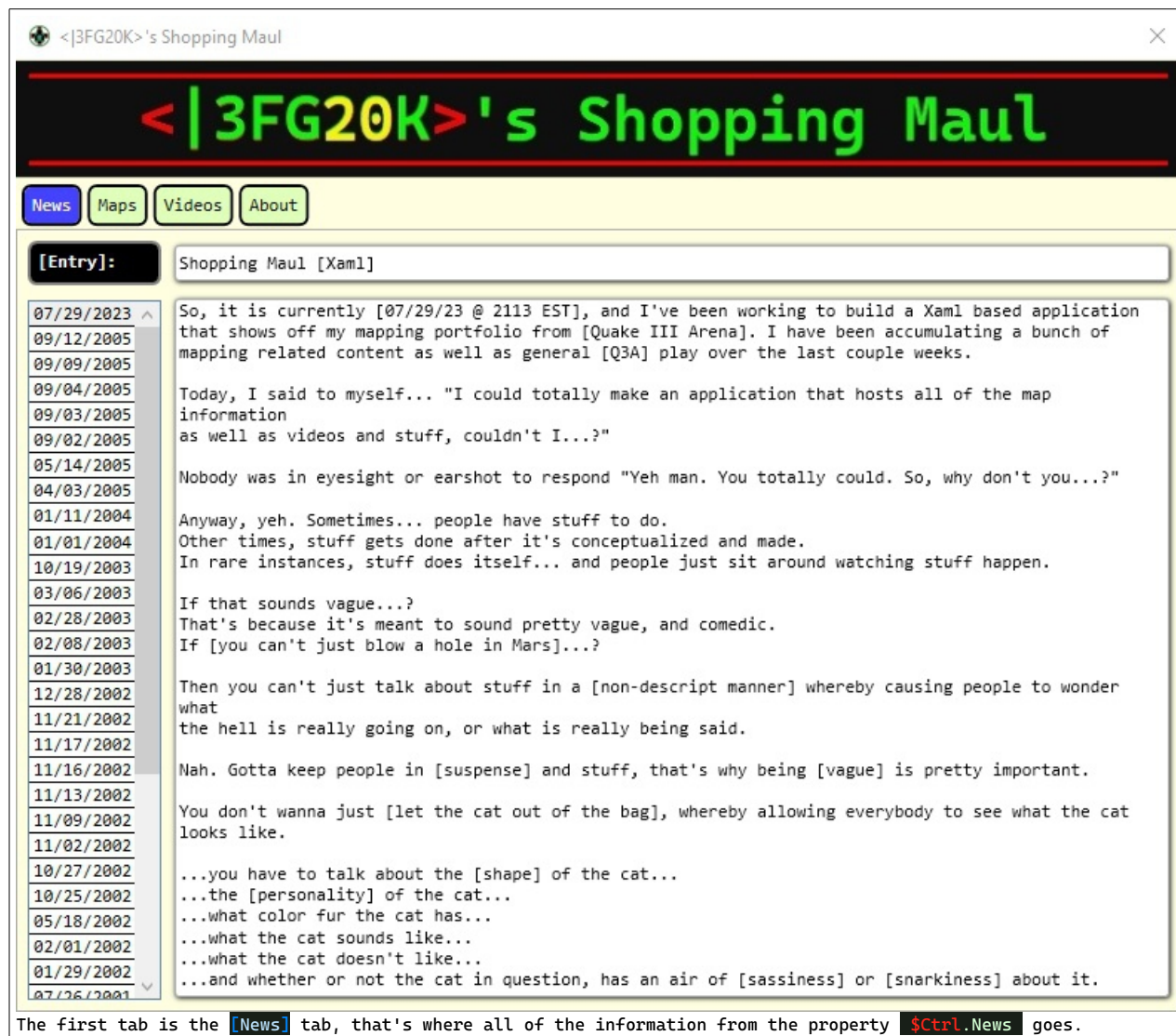
That is the `[function]`, `[classes]` and the `[script]` that loads the GUI seen in the video link up above.

| 07/30/2023 | 2023_0730-(Shopping Maul (XAML)) | <https://youtu.be/LEiVoLIoD5Y> |

Images /

/ Script

So, here are some pictures of the GUI in general.



<|3FG20K>'s Shopping Maul

News
Maps
Videos
About

[Entry]:

bfgdm1
bfgdm2
bfgdm3
bfgdm4
bfgdm3a
20kdm1
hellra3map1
20kdm2
20kctf1
20kdm3
20230717

[Title]:
07/17/2023 Test Map

[Build]:
07/18/2023 0026

[Age]:
0y 0m 13d 14h 40m 57s

This is a level that I made demonstrating the capabilities of [GtkRadiant] in (2023). There is plenty more that could be done to this map, but that will probably be part of an anthology of how to use [GtkRadiant], and the map can be seen being built in this <https://github.com/mcc85s/FightingEntropy/tree/main/Video/GtkRadiant>

[Load]:
2-4

[Modes]:
Free-For-All, Tournament

[Custom]:
Textures: Yes | Sounds: No | Graphics: No

[Mod]:
Any DM mod

[Archive]:
C:\ShoppingMaul\maps\20230717\2023_0717-(testmap3).pk3

[Image]:
0



The second tab is the **Maps** tab, which is the main purpose of the utility... it shows various information related to the class that I pasted up above.

<|3FG20K>'s Shopping Maul

News

Maps

Videos

About

[Entry]:

[Title]:

2023_0729-(Q3A Practice)

[Resource]:

<https://youtu.be/F4Hv0osnnG4>

[Duration]:

01:37:17

Launch

07/29/2023

07/28/2023

07/28/2023

07/17/2023

07/17/2023

07/16/2023

07/15/2023

07/10/2023

07/10/2023

07/08/2023

06/05/2021

06/05/2021

06/05/2021

06/05/2021

05/28/2021

Practicing running through Q3A in the least time.



The third tab is the **Videos** tab, which is a new idea that I wanted to implement alongside the maps.

The videos do a lot to showcase what I'm working on in a (live/demonstration) format. Some of the videos are just of me playing **Quake III Arena** attempting to take on some sort of speed record, though to be clear, none of my attempts are **33m**...

<|3FG20K>'s Shopping Maul

News
Maps
Videos
About

Company	Module Name	Version	Date	Guid
Secure Digits Plus LLC	[FightingEntropy(π)]	2023.4.0	4/3/2023 6:53:49 PM	75f64b43-3b02-46b1-b6a2-9e86ccccf4811

Michael C. Cook Sr.

The fourth tab is the `About` tab, which is supposed to represent stuff in the `$Ctrl.Contact` property...
...which is unused.

I was able to recycle components of another GUI that I've worked on, `[Get-ViperBomb]`.

/ Images

Explanation /

So, to explain what everything above is actually doing...
...might be best to start with the `[controller class]`.

```
$Ctrl = [ShoppingMaulController]::New()
$Ctrl = Invoke-ShoppingMaul
```

^ Both of those commands do the same exact thing, but the `[function wraps everything]`.
The difference is that the wrapper is basically like a `[package]`. Everything inside the `[package]` is `[accessible]`,
and the `[content]` of the `[package]` stays intact as long as it's `[not opened up]`.

Whereas, if you take `[all]` of the `[above classes]` and paste them into the `[script editor]`...
...then you have access to those types `[DIRECTLY]`. Not unlike if you `[open a package]`, then you have `[access]` to
its `[contents]`. It's just that you won't be able to call it a `[package]` anymore, if you do that.

Now, apply the `[reverse concept]` to how a `[package]` and it's `[contents]` can be `[accessible]` without actually
`[opening the package]` at all... and that is the purpose of the number of `[methods]` and `[accessors]` that I've used.

The `[controller class]` acts as like a `[tree trunk]`.
The `[individual classes]` aren't all accessible by the `[tree trunk]` itself... but rather it's `[branches]`.

Each `[branch]` is basically a `[property]` of the `[controller class]`.

So, lets look at the (input/output) of the `[controller class]`.

```
PS Prompt:\> $Ctrl

Module : <FEModule.ModuleController>
Base    : C:\ShoppingMaul
Xaml    : <FEModule.XamlWindow[ShoppingMaulXaml]>
News    : <ShoppingMaul.NewsEntry[List]>
Maps    : <ShoppingMaul.MapEntry[List]>
Videos  : <ShoppingMaul.VideoEntry[List]>
Contact :

PS Prompt:\>
```

So, here we have the properties which are declared in the `[controller class]`.

Module	That accesses the <code>[function]</code> <code>[Get-FEModule]</code> for various logging and information purposes.
Base	That is where the <code>[function]</code> is looking to establish the <code>[root]</code> of the <code>[file system tree]</code> .
Xaml	That is the GUI portion of the <code>[controller class]</code> , which allows information (input/output/validation).
News	That is the <code>[list object]</code> that allows news to be (created/exported/imported).
Maps	That is the <code>[list object]</code> that allows maps to be (created/exported/imported).
Videos	That is the <code>[list object]</code> that allows videos to be (created/exported/imported).
Contact	Unused, because various properties in the <code>[module]</code> already provide that information.

The `[module]` contains so many methods and functions that I won't cover in this document, because I've spent a lot of time developing and refining it to do a lot of work related to `[system + network administration]`. However, what I can say is that the most pertinent thing that it does HERE, is allowing access to (logging+development) info.

The `[base]` property is simply a path to the `[root]` of the `[file system tree]`, which looks for assets that an `[archive]` or `[executable]` could `[deploy]` or `[instantiate]` for the GUI to work effectively.

The `[Xaml]` property does a lot of work, and summarizing what it does, does not provide it any justice. The `[Xaml]` property acts as an interface between the `[operating system]`, `[presentationframework.dll]`, and various assemblies related to `[System.Windows.Forms]`.

It uses a combination approach to instantiating `[Xaml]` that relies on:

```
[+] [System.Xml.XmlNode]
[+] [System.Xml.XmlNodeReader]
[+] [System.Windows.Markup.XamlReader]
[+] [System.Windows.Window]
```

Now in terms of `[XAML/Extensible Application Markup Language]`, or even `[XML/Extensible Markup Language]`... that's about as close to an `[Oceans 11]` or `[Italian Job]` lineup of fearsome adversaries, or powerful allies... as one can get.

Simply put, without all of these components, the job will fail... that's what's behind the `[Xaml]` property.

As for `[news]`, `[maps]`, `[videos]`, all of these properties contain elements that borrow from one another. Each of them is an enhanced `[list]` object, which is effectively a `[subcontroller]` for each of those items.

They each allow for items to be:

```
[+] [created from scratch]
[+] [exported to file/serialized]
[+] [reimported from file/deserialized]
```

`[Serialization]` and `[Deserialization]` can be pretty tough unless you know how to use `[patterns]` and `[parameter switching]`, which is why some of the items have `[multiple constructors]`. With one approach, you can create the object from scratch, where you're inputting typical information such as:

```
[+] [Index]
[+] [Date]
[+] [Name/Title]
[+] [Content]
```

With the other approach, a file is found based on some `[Regular Expression]` criteria, and then the file's path allows the `[System.IO.File]` object to read all of it's information, and convert it into a `[JSON]` object.

Both [JSON] and [XML] objects lose a lot of [functionality] whenever an [input object] is converted into a [file system object], however by using that as another [input object] and feeding it to the original object via [parameter switching], then it can utilize some of the [serialized information] back into the correct object, AND, it can even make [new calculations] in that process.

For instance, handing the original map date build time to the [MapEntryItem] object will convert each [DateTime] object back into a [TimeSpan] object which then calculates the [Age] based on years, months, days, hours, minutes, and seconds from the moment that the file was created, whereby showing an age like [22y 6m 14d 17h 54m 32s].

It might not look like it's that much work to get that age range from a [DateTime] input string...
...and as long as you know how to use [mathematics], then it isn't.
If you don't, then it IS.

Now, here's what happens if I expand the property `$Ctrl.News.Output | Format-Table` (output truncated ...)

```
PS Prompt:\> $Ctrl.News.Output | Format-Table
```

Index	Date	Title	Content
0	07/29/2023	Shopping Maul [Xaml]	So, it is currently [07/29/23 @ 2113 EST], ...
1	09/12/2005	End of summer (2005)	With the summer of (2005) ending, and a dec...
2	09/09/2005	Insane Products (Release)	Ladies and gentlemen, children of all ages,...
3	09/04/2005	Insane Products (second beta)	I've updated the map a little bit, (heres t...
4	09/03/2005	Q3Map2.exe	For all you people who like great lighting,...
5	09/02/2005	Insane Products (Back to work)	Ok, ladies and gentlemen....
6	05/14/2005	Doom 3 + Resurrection of Evil	The long awaited game, [Doom 3] has come to...
7	04/03/2005	Long Time Away	Wow. I have not updated my site for a very ...
8	01/11/2004	20kdm3 (Beta)	Brand new map is ready for beta. I have to ...
9	01/01/2004	New Year (2004) + [Doom 3] anticipation	Great news folks....
10	10/19/2003	(2003) Summary	This years been a flop for game design in m...
11	03/06/2003	BFGCTF1 or 20KCTF1...?	Great news... [BFGCTF1] has crapped out on ...
12	02/28/2003	Insane Product AKA Tower of Oblivion	Level is almost ready for pre-beta, post-al...
13	02/08/2003	Tower of Oblivion (Short update)	[Tower of Oblivion], still in the works...
14	01/30/2003	Tower of Oblivion (50%)	I've got a new map in the works called [Tow...
15	12/28/2002	Out of My Head (Release)	Guess what folks?...
16	11/21/2002	Out of My Head (Beta 2)	I have drastically updated the [CTF] map wh...
17	11/17/2002	Return to Castle: Quake	All of my maps are on the maps page....
18	11/16/2002	Quad Machine	WE LOVE THE QUAD!...
19	11/13/2002	Out of My Head (Beta)	Ok. After some minor adjustments and a reco...
20	11/09/2002	Collaboration	I'm working hard putting brushes together a...
21	11/02/2002	Zer0_Co0l	Good News: I have been hanging out with my ...
22	10/27/2002	Revisions	I haven't made anything since the other day...
23	10/25/2002	Absent	Hi ladies and gentlemen, I am back....
24	05/18/2002	Temporary Withdrawal	Yeah, it's been a while since I've updated ...
25	02/01/2002	Return to Castle: Quake	Awesome news indeed!...
26	01/29/2002	Hard Drives	I know, I know, it's been more than half a ...
27	07/26/2001	Dude, You Can Go To Hell	[hellra3map1] is finally complete....
28	07/21/2001	Tempered Graveyard	Great news everyone!...
29	07/15/2001	hellra3map1 Beta	Good news everyone... [hell-ra3map1-beta5.z...
30	06/29/2001	Updated Screenshots	I updated the screenshots yet again....
31	06/27/2001	Silence and Wisdom	I mapped a little something while I was get...
32	06/14/2001	End of 10th grade	Sorry for the severe lack of updates.....
33	05/24/2001	16th Birthday	I felt it was my duty to proclaim.....
34	05/18/2001	BFGDM2A	I am heavily reconstructing [BFGDM2A], which...
35	05/05/2001	BFGDM4	Just a quick little rundown of what's done a...
36	05/04/2001	Website Launched	Hurrah!...
37	04/30/2001	Website Online	Yes!...
38	04/23/2001	Introduction to PlanetQuake	Time to show people everything I've got... L...

Here's what happens when I expand the property `$Ctrl.Maps.Output | Format-Table` (w/ Select-Object)

```
PS Prompt:\> $Ctrl.Maps.Output | Select-Object Index, Name, Title, Build, Time, Age | Format-Table
```

Index	Name	Title	Build	Time	Age
0	bfgdm1	Crossfire	05/28/2000	1307 8464.01:59:57.3470919	23y 2m 3d 1h 59m 57s
1	bfgdm2	Breakthru	08/20/2000	1842 8379.20:24:57.4817379	22y 11m 9d 20h 24m 57s
2	bfgdm3	Space Station 1138 (Original)	04/06/2001	2201 8150.17:05:57.4887381	22y 3m 23d 17h 5m 57s
3	bfgdm4	Suspended Animation	05/04/2001	2237 8122.16:29:57.5007392	22y 2m 26d 16h 29m 57s
4	bfgdm3a	Space Station 1138 (Color)	05/05/2001	1943 8121.19:23:57.5277369	22y 2m 25d 19h 23m 57s
5	20kdm1	Tempered Graveyard	07/21/2001	0352 8045.11:14:57.5447384	22y 0m 10d 11h 14m 57s


```

6 hellra3map1 Dude, You Can Go To Hell      07/26/2001 1913 8039.19:53:57.5757390 22y 0m 4d 19h 53m 57s
7 20kdm2 Return to Castle: Quake             02/02/2002 0416 7849.10:50:57.5907375 21y 5m 27d 10h 50m 57s
8 20kctf1 Out of My Head                    03/08/2003 1012 7450.04:54:57.6097382 20y 4m 23d 4h 54m 57s
9 20kdm3 Insane Products                    09/09/2005 0417 6534.10:49:57.6217357 17y 10m 21d 10h 49m 57s
10 20230717 07/17/2023 Test Map              07/18/2023 0026 13.14:40:57.6417377 0y 0m 13d 14h 40m 57s

```

Here's what happens when I expand the property `$Ctrl.Videos.Output | Format-Table` (w/ `Select-Object`)

```

PS Prompt:\> $Ctrl.Videos.Output | Select-Object Index, Date, Title, Resource, Duration | Format-Table

Index Date          Title                                     Resource                                     Duration
-----
0 07/29/2023 2023_0729-(Q3A Practice)      https://youtu.be/F4HvOosnnG4 01:37:17
1 07/28/2023 2023_0728-(Q3A Practice - Test Map) https://youtu.be/efn3SmNPWS8 00:15:35
2 07/28/2023 2023_0728-(Q3A Practice)      https://youtu.be/2376LUpG3_0 01:50:16
3 07/17/2023 2023_0717-(Test Map)          https://youtu.be/cbdJ-rWJbVI 00:03:45
4 07/17/2023 2023_0717-(GtkRadiant)         https://youtu.be/-tGdz6oxXZI 06:05:05
5 07/16/2023 2023_0716-(Q3A Practice)       https://youtu.be/OpDG2mYLYM8 02:22:36
6 07/15/2023 2023_0715-(Q3A + GtkRadiant)   https://youtu.be/aoS1HEDay4o 00:32:07
7 07/10/2023 2023_0710-(Q3A Practice (Custom Maps 2/2)) https://youtu.be/_siuaph1_vc 00:28:34
8 07/10/2023 2023_0710-(Q3A Practice (Custom Maps 1/2)) https://youtu.be/bQ46Pvp0t0o 00:44:15
9 07/08/2023 2023_0708-(Q3A Practice)       https://youtu.be/RckI20FtCB4 03:13:28
10 06/05/2021 2021_0605-(20KDM3 - Insane Products (2006)) https://youtu.be/EG8UyJSMK3Y 00:11:25
11 06/05/2021 2021_0605-(20KDM2 - Return to Castle: Quake (2002)) https://youtu.be/xN53K9oGCME 00:05:16
12 06/05/2021 2021_0605-(20KDM1 - Tempered Graveyard (2001)) https://youtu.be/dyHwm9AdkQs 00:10:33
13 06/05/2021 2021_0605-(20KCTF1 - Out Of My Head (2002)) https://youtu.be/rwyHCNnwlkM 00:16:16
14 05/28/2021 2021_05_28_06_01_57          https://youtu.be/Hj8TaUgUh64 00:34:44

PS Prompt:\>

```

Now, I've added multiple ways to add items to the entire `[controller class]`.

One way is to reach into the subproperties of `[news]`, `[maps]`, `[videos]`, and add the items that way.

The other way, is essentially doing the same thing, except this method reduces the complexity by being named the intended result, and in either scenario, the grammatical way of performing the addition makes sense visually.

That's basically the thick and thin of it, making the methods basically make grammatical sense.

If I want to add a news entry, then I can use `$Ctrl.News.Add` ...

```

PS Prompt:\> $Ctrl.News.Add

OverloadDefinitions
-----
void Add(string Date, string Title, string Content)

PS Prompt:\>

```

Same goes for `$Ctrl.Videos.Add` ...

```

PS Prompt:\> $Ctrl.Videos.Add

OverloadDefinitions
-----
void Add(string Date, string Title, string Resource, string Duration)

PS Prompt:\>

```

...though the parameters differ because the items aren't going to show the same thing.

However, when it concerns `$Ctrl.Maps.Add` ... uh-oh. That's not a valid method. Why...? Because that object is a LOT more complex than the `[news]`, or `[video]` entries.

Here's what the full weight of the maps items are in the `$Ctrl.Maps.Output`.

```

PS Prompt:\> $Ctrl.Maps.Output

```

```

Index      : 0
Name       : bfgdm1
Title      : Crossfire
Build      : 05/28/2000 1307
Time       : 8464.01:59:57.3470919
Age        : 23y 2m 3d 1h 59m 57s
Description : I don't believe this was a horrible first effort... Basically, the map is symmetrical with armor on
              the [Right] sides (depends on if you're looking in the proper direction) and the [Left] sides have
              [Shotgun] and [Railgun]. On the [north] side, is a [Rocket Launcher], and on the south side is a
              [Plasma Gun]. In the center, like a ton of other maps, is the [Quad Damage]. There are many flaws in
              the map, and I'm not going to bother going into detail, but mainly this was my first experiment with
              curves.
Archive    : C:\ShoppingMaul\maps\bfgdm1\bfgdm1.pk3
Image      : (6) bfgdm1

Index      : 1
Name       : bfgdm2
Title      : Breakthru
Build      : 08/20/2000 1842
Time       : 8379.20:24:57.4817379
Age        : 22y 11m 9d 20h 24m 57s
Description : My second map, featuring a great layout, but not very pretty texture selections. The theme is gothic
              with a touch of base here and there. There are two main areas, the Rocket Launcher area, and the
              Lightning Gun/Haste area. The map is right on spot for tourney play, and free for all.
Archive    : C:\ShoppingMaul\maps\bfgdm2\bfgdm2.pk3
Image      : (6) bfgdm2

Index      : 2
Name       : bfgdm3
Title      : Space Station 1138 (Original)
Build      : 04/06/2001 2201
Time       : 8150.17:05:57.4887381
Age        : 22y 3m 23d 17h 5m 57s
Description : Finally, my professional map skills have surfaced with the creation of my (3rd) publicly released map,
              [Space Station 1138]. I submitted this map to the [Q3 Geometry Challenge], hosted by [Nunuk]. This
              is a deathmatch level, but can easily be played in Tournament mode, although [Railwhores] may end up
              owning anyone.
Archive    : C:\ShoppingMaul\maps\bfgdm3\bfgdm3.pk3
Image      : (7) bfgdm3

Index      : 3
Name       : bfgdm4
Title      : Suspended Animation
Build      : 05/04/2001 2237
Time       : 8122.16:29:57.5007392
Age        : 22y 2m 26d 16h 29m 57s
Description : Reminiscent to [Doom 2]'s [Dead Simple] as one commenter said, this map sports chaotic deathmatch
              while still looking good and hosting fair gameplay.
Archive    : C:\ShoppingMaul\maps\bfgdm4\bfgdm4.pk3
Image      : (6) bfgdm4

Index      : 4
Name       : bfgdm3a
Title      : Space Station 1138 (Color)
Build      : 05/05/2001 1943
Time       : 8121.19:23:57.5277369
Age        : 22y 2m 25d 19h 23m 57s
Description : Modified version of BFGDM3. Finally, my professional map skills have surfaced with the creation of my
              (3rd) publicly released map, [Space Station 1138]. I submitted this map to the [Q3 Geometry
              Challenge], hosted by [Nunuk]. This is a deathmatch level, but can easily be played in Tournament
              mode, although [Railwhores] may end up owning anyone.
Archive    : C:\ShoppingMaul\maps\bfgdm3a\bfgdm3a.pk3
Image      : (6) bfgdm3a

Index      : 5
Name       : 20kdm1
Title      : Tempered Graveyard
Build      : 07/21/2001 0352
Time       : 8045.11:14:57.5447384
Age        : 22y 0m 10d 11h 14m 57s
Description : This is a somewhat Medium/Large [FFA] and [TDM] level I made originally for my [RA3] map, [RA3MAP1]
              which turned out to be so much more.
Archive    : C:\ShoppingMaul\maps\20kdm1\map-20kdm1.pk3
Image      : (14) 20kdm1

Index      : 6
Name       : hellra3map1
Title      : Dude, You Can Go To Hell
Build      : 07/26/2001 1913
Time       : 8039.19:53:57.5757390
Age        : 22y 0m 4d 19h 53m 57s
Description : There are (3) [Rocket Arenas], (1) [Red Rover Arena], and (1) [Clan Arena]. The main selection room

```

```

has a few extra goodies I decided to throw in for a few brownie points =)
Archive : C:\ShoppingMaul\maps\hellra3map1\hellra3map1.pk3
Image   : (14) hellra3map1

Index   : 7
Name    : 20kdm2
Title   : Return to Castle: Quake
Build   : 02/02/2002 0416
Time    : 7849.10:50:57.5907375
Age     : 21y 5m 27d 10h 50m 57s
Description : My favorite tournament level, which consists of the [Evil7] Texture set, and tight chaotic gameplay.
              There are (3) tiers, and as an added feature you can rocket jump on top of and over the battlements; I
              want players to have freedom.

Archive : C:\ShoppingMaul\maps\20kdm2\map-20kdm2.pk3
Image   : (9) 20kdm2

Index   : 8
Name    : 20kctf1
Title   : Out of My Head
Build   : 03/08/2003 1012
Time    : 7450.04:54:57.6097382
Age     : 20y 4m 23d 4h 54m 57s
Description : There are many combinations of attempting to retrieve the flag, and returning to your base in this
              one. Most [CTF] maps have several routes in which one may bring the flag back, but not many have
              unique passageways, streamlined with [Threewave CTF] textures forged only by the texture god himself,
              [HFX Evil]. With a combination of [snow], [fog], [concrete], [jumppads], and [teleporters], this map
              is sure to fuel the fire of many hardcore [Quake III Capture The Flag/Threewave Capturestrike] players.

Archive : C:\ShoppingMaul\maps\20kctf1\map-20kctf1.pk3
Image   : (12) 20kctf1

Index   : 9
Name    : 20kdm3
Title   : Insane Products
Build   : 09/09/2005 0417
Time    : 6534.10:49:57.6217357
Age     : 17y 10m 21d 10h 49m 57s
Description : This level is a compilation of a bunch of influences among the [Quake Community]. I'd like to thank
              [Tim Willits], [ZTN], [Charon], and bunches of other mappers that helped me create such a rich [Quake]
              experience. This level's premise is a [Slime factory]. Since slime has never had such a really cool
              setting, I decided to make a slime factory in its' entirety. There are so many routes to take in this
              map it will make your head spin.

Archive : C:\ShoppingMaul\maps\20kdm3\20kdm3.pk3
Image   : (15) 20kdm3

Index   : 10
Name    : 20230717
Title   : 07/17/2023 Test Map
Build   : 07/18/2023 0026
Time    : 13.14:40:57.6417377
Age     : 0y 0m 13d 14h 40m 57s
Description : This is a level that I made demonstrating the capabilities of [GtkRadiant] in (2023). There is plenty
              more that could be done to this map, but that will probably be part of an anthology of how to use
              [GtkRadiant], and the map can be seen being built in this
              https://github.com/mcc85s/FightingEntropy/tree/main/Video/GtkRadiant

Archive : C:\ShoppingMaul\maps\20230717\2023_0717-(testmap3).pk3
Image   : (6) 20230717

```

That is the full list right there with the information, and there is STILL nested information and objects within each of these items. For instance, if I select the first object...

```

PS Prompt:\> $Item = $Ctrl.Maps.Output[0] # ← Casts variable $Item to the first item in the array
PS Prompt:\> $Item.Date

Sunday, May 28, 2000 1:07:00 PM

PS Prompt:\> $Item.Time

Days       : 8464
Hours      : 1
Minutes    : 59
Seconds    : 57
Milliseconds : 347
Ticks      : 7312967973470919
TotalDays  : 8464.08330262838
TotalHours : 203137.999263081
TotalMinutes : 12188279.9557849
TotalSeconds : 731296797.347092

```



```

TotalMilliseconds : 731296797347.092

PS Prompt:\> $Item.Description

Content : {I don't believe this was a horrible first effort...,
          ,
          Basically, the map is symmetrical with armor on the [Right] sides,
          (depends on if you're looking in the proper direction) and the [Left]...}

Load      : 2-3
Modes     : Free-For-All
Custom    : Textures: No | Sounds: No | Graphics: No
Mod       : Any DM mod

PS Prompt:\> $Item.Image

Output
-----
{00.jpg, 01.jpg, 02.jpg, 03.jpg...}

PS Prompt:\> $Item.Image.Output

Index Name  Fullname
-----
0 00.jpg C:\ShoppingMaul\maps\bfgdm1\00.jpg
1 01.jpg C:\ShoppingMaul\maps\bfgdm1\01.jpg
2 02.jpg C:\ShoppingMaul\maps\bfgdm1\02.jpg
3 03.jpg C:\ShoppingMaul\maps\bfgdm1\03.jpg
4 04.jpg C:\ShoppingMaul\maps\bfgdm1\04.jpg
5 05.jpg C:\ShoppingMaul\maps\bfgdm1\05.jpg

PS Prompt:\>

```

Anyway, this information is really important if you want the `[image gallery]` to work properly.

Now, with a website, the code behind on a website is doing literally the same things, getting:

```

[+] [all of the information ready ahead of time]
[+] [file paths]
[+] [directory permissions]
[+] [access control]
[+] [security certificates]
[+] [HTTP requests]
[+] [assemblies]
[+] [drivers]
[+] [physical access]

```

And, the browser is doing a lot of heavy lifting because all of that stuff needs to be called into memory upon demand. Whereas with `[XAML/Extensible Application Markup Language]` everything is leveraged by the stuff in the `[Microsoft Windows Operating System]`.

Based on some of my observations, `[Silverlight]` is based on `[Xaml]`, though to be perfectly clear, `[Silverlight]` is meant to provide extended capabilities to a `[browser]` regardless of what `[operating system]` is accessing the information. There are a lot of technologies that attempt to do this, `[HTML5]`, `[CSS]`, `[JavaScript]`, and the new `[Razor/Blazor/WebAssembly]` do a lot to leverage components of the `[operating system]`...

And if you're `[facilitating stuff online]` like `[traversing databases]` from `[remote locations]` via `[secure session]` allowing clients into their `[online banking account]`...? Then it really pays to know ALL of these things in and out. Because the `[contrary]`, is that someone may take advantage of a `[security/application vulnerability]`... and it is a `[serious liability]` to allow someone to be `[victimized]` by something like that.

Though to be perfectly clear, even though `[this application]` is `[nowhere even remotely close]` to `[that complex]`... ..establishing `[further principles]` that I've just described WOULD make it `[as complex]`, relatively quickly.

-----/	/-----
/ Conclusion /	/ Explanation
/-----	/-----

In conclusion, I hope that I've been able to `[educate]` and `[inspire]` somebody, somewhere... Cause there's nothing `[Nine Inch Nails]` about it, dude... This thing was `[Even Deeper]` than the `[Deep Dive]` I already did.

Here's the module information that shows up in the [\[About\]](#) tab.

```
PS Prompt:\> $Ctrl.Xaml.IO.Module.Items

Source      : https://www.github.com/mcc85s/FightingEntropy
Name        : [FightingEntropy(π)]
Description  : Beginning the fight against ID theft and cybercrime
Author       : Michael C. Cook Sr.
Company      : Secure Digits Plus LLC
Copyright    : (c) 2023 (mcc85s/mcc85sx/sdp). All rights reserved.
Guid         : 75f64b43-3b02-46b1-b6a2-9e86cccf4811
Date         : 4/3/2023 6:53:49 PM
Version      : 2023.4.0
OS           : <FightingEntropy.Module.OS>
Root         : <FightingEntropy.Module.Root>
Manifest     : <FightingEntropy.Module.ManifestController>
Registry     : <FightingEntropy.Module.RegistryKey>

PS Prompt:\>
```

-----/
Conclusion

Michael C. Cook Sr.
Security Engineer
Secure Digits Plus LLC

