

---

Subject: C&C Sand preview images

Posted by [Anonymous](#) on Sat, 01 Feb 2003 10:30:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Sir Phoenixx: quote:Originally posted by aircraftkiller2001:  
quote:Originally posted by PiMuRho:You can't criticise a painting until you've painted one  
yourself.You can't criticise a car until you've made one yourself.You can't criticise a professional  
football team until you've played for one professionally.You can't criticise your country's leader(s)  
until you've been one yourself.You can't criticise a map until you've made one yourself.Hmm.In his  
case, that applies. Being unable to do a map, yet being able to do all these wonderfully unskinned  
models makes me wonder if he has any idea of what really goes in to making a good, balanced,  
map.The other guy who posted here is one of those "Milk Bandits" queers. Someone from their  
group already said the same exact thing without the guise.In this case(and anyother case you can  
think of), it doesn't apply at all. Just like it doesn't apply to those examples.And you're still hung up  
on that "you've modeled vehicles with no skins (maybe that's because they aren't skinned yet?) so  
there's no way you can map" and the "i havn't seen a map from you so there's no way you can  
map at all", and the "i havn't seen you make one yet so there's nothing at all you can say about  
other's maps"?Yeah I guess since I'm able to model these vehicles that there's absolutely no way  
that i can model the terrain for a map And since you havn't seen a map from me that i can't  
ever make one...And since you havn't seen a map from me yet that I can't judge other's  
maps...You have some of the most messed up logic of anyone I've seen on these forums.How  
about this: Since you havn't produced a commercial game, you can't judge rather Renegade (or  
any other game) is good or not. Since I havn't seen you make a vehicle or a weapon, you can't  
judge rather someone's vehicle/weapon is good or not. Since I havn't seen you make an  
Operating System before, you can't judge rather Windows or Macintosh is good or not. Et  
cetera...Sounds stupid doesn't it? so does "since I havn't seen you make a map, you can't judge  
rather not other's maps are good or not" So show a map already and see if you're able to do it  
even decently. If so, good job... But I fail to see how belittling a Westwood employee's original  
work makes you better somehow. These were unfinished maps, moron... Wake up and learn  
some history about Renegade before you go spouting off about stuff you seemingly have no clue  
about.And yes... Some people are totally unable to create maps, but they can make vehicles and  
weapons or characters like no one else.Not everyone is proficient at everything in Max, haven't  
you realized that? People specialize in certain things because they began doing that, more than  
likely. I'm good at maps because that's what I've done for years. You're good at weapons and  
whatever else because that's what you've done.No, I can't model weapons... I haven't tried,  
because I don't need to, nor do I want to. Maps are what I like doing, maps are what I am able to  
do properly, maps are what I do... So as I said before, my opinion on the matter outweighs that of  
your own, as you probably haven't a clue as to where to begin even doing a simple map in  
Renegade. [ February 01, 2003, 10:34: Message edited by: aircraftkiller2001 ]

---