
Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:28:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Havocman:
quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:
quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:You can probably use mix but it will also probably really mess things up. WW said that if you shouldn't use mix for maps because of different bullet speeds etc could cause some crazy things in Renegade and all I think. Stop spamming...I'm not spamming. When I made my mod did I make a different topic for every little thing about it? I didn't go Humm-vee Warz released! and then 5 min later New screens for the Humm-vee Warz Patch! I didn't do that, I kept it under one topic. A lot unlike you. You registered not even 15 days ago, and you have over 500 posts. That's more than spam, it's annoying, so GTF out of here or stop spamming, you n00b. I thought you were Cool Aircraft Killer.. But you're not.. your Turning in to that LOSER THE BUZZER.. WTF IS WRONG WITH YOU LATTLY? you been attacking the Poor Kid.. when he is just trying to help you.. Shame.. on.. youHe's not trying to help, he's just saying: 'Well I think it does this and that and WS might have well i dont know maybe i think duh duh duh blah blah blah.'That isn't help. It's just spam. It is info. Also you claim that informing your fans that of info that they ask for is spam. I say that because people needed it I increased the deploy delay and you say that is spam. Can you stop playing God and acting like everyone who is not you is an idiot?
