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Subject: C&C Meltdown

Posted by [Aircraftkiller](#) on Tue, 04 Mar 2003 03:28:10 GMT

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VegitoYes but you see Im only wrong from your point of view and I could really care less what you think. But nice work with the name calling it proves your maturity ever so much.

And how does.

Quote: Situation: Nod commandos have successfully attacked Nuclear Reactor TX-1448. Coolant system and control rods damaged. Lethal radiation detected throughout facility. All staff and workers dead. Nod landing craft at beach.

Not explain why the reactor is leaking and the nod boats are sitting off shore or on the beach? Its the same as your saying yours explains why theres wind.

That's a storyline. It gives superfluous background information that has almost no relevance to the map itself.

The name-calling, as you so eloquently put it, was out of frustration of dealing with people who have so much to say - yet have so little to contribute and lack so much knowledge on the subject matter they attempt to argue about.

Hellweed, I must kindly ask what, if anything, you have to do with this. I realize he puts a quote of mine into his signature. That doesn't mean he looks up to me. I don't really care if he does, either. It's his choice, I have nothing to do or say about it. He's more than aware of me being brutally honest in what I say, so would you rather I lie and give praise to something I don't believe should be praised?

The map itself looks fine. It looks like he studied some things I've done and techniques of the lead level designer, which is a good start. Yet he's not going to improve his skill by doing deathmatch\assault\whatever maps. C&C mode maps are always extensive and must be well thought out to be a good level.

I'd rather see him do a C&C mode map than some fanciful map for a game mode that not many people play.

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