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Subject: BF42 mapping? You could be a winner, read insert.

Posted by [Captkurt](#) on Wed, 23 Jul 2003 20:07:16 GMT

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Imdgr8oneCaptkurtAircraftkillerThe game is only as limited as your intellect is. As with your case, creating levels for this game will be very limiting for you.

The reason you say the game is not limited, is because you're brain is very limited. Obviously, no other reason. Need I say more? Not really, but for you I will, I want to make every effort I can to make sure you keep up with me.

You must not be familiar with the game BF42, to make such a stupid, arrogant, and just outright wrong statement.

Your one sad, pathetic, not too bright, narcissistic, bastard.

So again. Do I need to say more. Not here. Because obviously this one flew over your head. and your just not worth it.

LOL, nice comback/switching of words. If you looked what all ACK and others have done to our "limited engine" you would realise that it is only as limited as you want it to be.

the msg. above ment for ACK can go to you too. I've been building Ren maps for about 2+ years,. I think I know it's limits. then compare that too the BF42 game. they both are good, but to each his own. I like BF better, a lot more realistic. so shoot me.

Let me say it another way. a programmer can go into pretty much any game and modify the code to do or be something different. but is it worth it. It depends. in some cases yes, and in others noway. BF42 starts out with a better, more realistic enduser results. and is not so limited on map size etc... just so many little restrictions. and I'm tired of it and need a break. maybe someday I'll come back to it. but for now. I-D-ose. A-meeg-o

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