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Subject: Re: This place is dead

Posted by [Aircraftkiller](#) on Sun, 20 Feb 2011 21:45:43 GMT

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reborn wrote on Sun, 20 February 2011 07:34 Aircraftkiller wrote on Sat, 19 February 2011 15:40  
Reborn: I thought it was obvious when I said that my old posts were immature and ridiculous. I tried making it clear that I'm not proud of them. Few things I said back then were worth the time I took to post. Not sure what else you want from me - I'm not particularly interested in confessing my sins to the church. Shit happens. I can't change the past. I can only deal with the present.

I'm not after a confession or for you to recount all the things you are now not proud of. I was just curious if you still felt the same way, but preferred to keep it to yourself or not. It is now quite clear, thank you.

Theoretical question:

It's been a long time since you released a map for renegade that I am aware of. However, it's fair to say that you would be considered for the title of best all time renegade map maker (if there ever was such a title).

You moved on a long time ago and likely have other commitments.

However, if EA agreed to allow Olaf to make a fan-made map release over their patch server, would you consider making one last map?

You say that like it's a certainty. I wouldn't mind doing something, though I vastly prefer UDK and the ability to make environments look real with actual lighting, versus the half-assed vertex lighting that we're all accustomed to in Renegade.

George: I like how she looks! Something went awry in the arm bones when I was working on her - tried to cover it up with fancy camera work and effects. Not sure why her arms didn't make a proper elbow, that probably adds to it. Either way, I think she came out pretty good. I'm not a character modeler by trade!

John: Most of my work was original. Maybe 10 to 15% of it was sourced from WS.

As for everyone else, I don't plan to make any more levels right now. Unless Olaf manages to get EA to do something, of course. That's a long shot, though. Who knows?

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