Subject: Titan's maps suck
Posted by Aircraftkiller on Mon, 24 Nov 2003 21:39:48 GMT
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msgtpainTitan went through the same learning and perfection process that anyone else did, including Aircraftkiller.. As proof of that, please tell me how many servers are running Country Meadows or Eglin Airforce Base?

If I were to go create some application in C++, it would suck too; no one starts off perfect.

But at The Pits, we're currently running Terrace, and another Map named Tobruk that quite a few people enjoy (as long as Nods harvester doesn't continually jack up on Tobruk) Some of Titan's early stuff was more of a trial and error phase, just as any other beginning maps that are out there; but he's come a long way, and I hope that we can run more of his maps in the future on our server. They can really only get better.

That's if he pays attention to what people want, which hasn't been happening. They can either get worse or they can get better, there is nothing saying that he'll continue to make anything good.. Same for me, which is why I listen to what people say and fix things that are wrong with what I make if I can possibly do it.

Quote:Those of you who would discount anyone's fan maps soley because they didn't come from Aircraftkiller are missing out.

Missing out on what? I used to play on other servers where nothing of mine would get run, and I'd play stuff like Hangman's Canyon, Lunar Landing, Toy Box, and some others I can't remember right now... I hated the stuff they ran becuase I could see that the people who made it didn't take any pride in their work, it was all a rush to see how fast it could be made with as many gimmicks as possible to be used in it.

I only stayed there because of the people, and the server eventually closed... And I'd go to another one after that, rinse and repeat... etc.

As for Terrace, that has enough problems to illustrate what I've already said, Titan has a lot of problems listening to people who won't kiss his ass. Even if you hate me I'll still listen to what you say, and I get enough "your maps is bad" comments to fill a 200 page book... But that's no excuse for not fixing what's wrong with what you make.

Hence why MinesTS has 2.1 coming out today.