

---

Subject: Question to laeubi!

Posted by [PiMuRho](#) on Thu, 13 Mar 2003 08:27:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Sir PhoenixxPiMuRhoOh, please. Don't start with the "ignorant child" rubbish. Trying to patronise someone via their age when you quite plainly don't know it just makes you look stupid.

My comments on your models were a direct response to your pointless and unsubstantiated remark about my work being "second rate" If you attack someone's work, you have to expect the same back.

I don't have a problem with any of your models (although I think wheels should have more than 8 sides)

If I really wanted to attack your work, I would have put a lot more time into it than the two sentences that I used.

It was unsubstantiated? You spamed links to screenshots of your Construction Yard and Hand of Nod, clearly off topic, in my thread asking if anyone knew of any Tiberian Dawn mods that are currently in the works.

And I didn't attack your work. I didn't go off saying "oh your work sucks, it's crap, I obviously don't really think they're crap, i'm just saying this out of revenge, with no other reason at all." I wouldn't have said they were "second rate" if I didn't think they were. That HoN is clearly poorly done, it's just really blocky. The con yard is a little better though.

And if you don't like being called an "ignorant child" than don't act like one.

I pasted 3 links in response to the comment someone made that there wasn't much source material for Tiberian Dawn. I don't recall forcing you to click on them. If I was trying to spam, I would have done it as inline images, not links. Your attack would have come regardless of the quality of the models because you didn't like someone "spamming" your thread. These are public forums. My post was on-topic (as explained above). Stop being childish.

Your opinion of those models is meaningless anyway, as they're both works in progress, as part of the Tiberian Dawn mod I was working on (oh look! On topic again!). They haven't been released or used in a map yet, because they're not finished. So nice try.

---