Subject: Auto Mod map download ? So server installs maps on clients?
Posted by Aircraftkiller on Mon, 12 Jan 2004 17:21:32 GMT
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AlkalineACK, why don't you include who the original map maker was in all your readmes?

I see only in glacier where it says who the original map maker was, the rest of your maps, you don't mention the original author, so you are guilty of the same thing you tell others, in fact you are worse because you are just ripping off westwood maps.

anyway, I see no point in adding your readmes to maps because everyone know who made them, and just because your readmes aren't included doesn't mean the server host is taking credit. If you have a problem with that you can make your maps non-public. Because obviously you use a lot of things that you don't give credit for in your maps, why should we be required to be any different?

How would you know about the readme.txt files? After all, you gratuitously removed each readme.txt file with all of my levels and tossed them into some "map pack" without even consulting me about it.

We've all been through this "omg! hes stealzoring ww mapz!!!" It's all been proven wrong, numerous times. I'll run it over with you once more:

1. You're some random person online who probably hasn't been here since the first time I released anything with the assistance of Westwood Studios.

2. You obviously don't know what happened between WS and myself.

3. You don't even know that Louis Castle, co-founder of WS, was the one who authorized me to have everything that I do now.

If you want to continue this, sure, go right ahead... Just remember that you don't have all the facts, and it's rather difficult to argue about something you know fuck all about.

If everyone knew "who I was" when they used something I made, why is it that I still have a lot of people saying "you didnt make this, aircraftkiller did" when I go into Renegade, even after stating who I am when asking for their opinions?

Come on now...