
Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Sat, 22 Mar 2003 22:46:39 GMT

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PiMuRhoAircraftkiller

I can judge anyone's work I want to. You don't like that, and I can understand it. You've only released one map and gave an excuse that it looks bad and plays bad because you didn't get paid for it.

Um...in your world, perhaps. I can also judge your work by the same standard. I commented on problems with Glacier_flying, you made the excuse that you didn't get time to fix it up before the patch. Your comments on Gigantomachy were about the texturing. I said I wasn't going to fix it, because I consider them to be minor errors, and I prefer not to release multiple versions of a map. I didn't spend as much time on it as I do my commercial stuff, because I choose not to. Stop twisting my words.

Quote:Well, guess what - I don't get paid for this either, yet my maps are better playing, and better looking than your only map. So that's that tell you? Bullshitting isn't good for your health, that's what.

Opinion again, not fact. Some of your maps look frankly awful. Some of them play badly too. Maybe you should take some of your own anti-bullshit medicine? You are not the epitome of Renegade playing - your opinion on whether a map plays well or not is no more valid than anyone else's.

Quote:I never laid claim to my maps being perfect. If I did, I wouldn't take *my own time* and fix major bugs and minor ones I identify in the process for people who complain anyways even if I do fix them.

In which case, any judgement you make on someone else's map that has the same kind of errors as yours, is totally hypocritical.

Quote:It all comes down to dedication -- you don't have it.

Dedication to what exactly? My job? Lots of dedication. My family? Lots there too. Renegade? Aside from the servers I run, very little. It's a game - what is there to be dedicated to? I don't proclaim myself to be the best Renegade mapper. I've made one Renegade map to date, because I wanted to - not because I wanted anything out of it.

You are the most prolific Renegade mapper. And what does that mean exactly? You're a big fish in a very small pond. Enjoy it. Some people aren't interested in the attention.

You sure can, doesn't mean you've got any kind of weighted opinion when it comes to the matter. It isn't an excuse that I can't patch Glacier Flying anymore, it's a fact. I cannot do anything else to the map unless Electronic Arts allows more patches to be made for this game. Extensive QA time must be allotted to the map and then it has to be put into the patch update by a programmer. Until EA allows that to happen, I cannot fix the map anymore than it already has been.

Some of my maps look awful... Right. Give me examples or don't mention anything at all. Same for the rest of that concerning the playability, give examples or don't vaguely say something. If I'm not the epitome of map design in this community, then tell me -- who is? You? Anyone else? Right. Stop saying funny stuff because you're making it hard to argue.

Yes, it's so totally hypocritical to address the faults of another map and insult the map maker because they refuse to fix their maps like I do, and continually put out crap that no one in their right mind would really call a map. Yes, that's so hypocritical. You haven't even put out an update to your map either, and it's been a long time. You haven't even taken the time to fix the horrid UVs on the mountains or tunnels, and you haven't taken the time to fix the "Default" material bugs which are all over the map. I don't care if you don't want to put any effort into your non-commercial work -- I'm not going to buy anything you've worked on because of the sole fact that you show a lot of unprofessionalism in this map. If that's what I'm going to see, then that's a major turn-off. Take pride in your work or don't even make a map.

A big fish in a small pond... Right, once again, this game is continually expanding, both by servers and by players. Maybe it's a small pond over there in GSA, I don't know. I rarely visit GSA for Renegade.
