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Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Sun, 23 Mar 2003 00:50:49 GMT

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[quote="PiMuRho"]Aircraftkiller

Quote:

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.

Small pond - Renegade. Big ponds - Half-Life, Quake 3, UT2003, . Understand now? Renegade will never, ever reach those levels, as much as I would like it to. You look at some of the mappers from those communities, who produce maps way better than anything you (or I) do. The ones that get hired based on their work. Unlike you. A while ago, I was in a position to hire 3 mappers for 3000AD. Did we look at the Renegade community? Yes - I suggested your name to my (ex) boss. He wouldn't take you on, because a) he didn't think your work was good enough, and b) he didn't like your attitude. Instead, we went for 2 Half-Life and one Quake 3 mapper, who are happily producing commercial-quality maps for 3000AD's next game.

GSA isn't a place, you know. It's just a different protocol for the servers. Silly. You promote the growth of Renegade on one hand, then segregate it with the other. Well done.

I don't want to work with 3000AD to begin with. I have one company set in mind.

I haven't had any art college experience or anything but the desire to make maps for this game. My attitude doesn't matter either... I'm sort of happy that my attitude deterred that guy from asking me to join a company that I don't want to join. If he doesn't like people who tell things straight up and honest, then that's his loss - not mine.

GSA is a place. It's a different place to go in Renegade. I don't like it. I don't like the people, I don't like the servers, and I really don't like the advertisements. WOL is what I support, not GameSpy Arcade.

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