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Subject: C&C Commando Updates Notice  
Posted by [Deactivated](#) on Wed, 09 Jun 2004 14:16:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Due to several reasons, updates regarding C&C Commando will not posted in this forum anymore.

For now on please to refer to the site itself and the forums.  
<http://www.cannis.net/commando/>

Thank you.

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Subject: C&C Commando Updates Notice  
Posted by [WNxTilly](#) on Wed, 09 Jun 2004 15:42:57 GMT  
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Would you please inform us as to why you are taking this action?

Cheers

---

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Subject: C&C Commando Updates Notice  
Posted by [Try\\_lee](#) on Wed, 09 Jun 2004 16:38:53 GMT  
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---

Blah... please update here, I can't be bothered to visit a site if I could just read about it here.  
Unless you're planning on getting banned.

---

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Subject: C&C Commando Updates Notice  
Posted by [Deactivated](#) on Wed, 09 Jun 2004 17:09:04 GMT  
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Try\_leeBlah... please update here, I can't be bothered to visit a site if I could just read about it here. Unless you're planning on getting banned.

Checking the site weekly shouldn't take a lot of time.  
Um.. ban... No.

---

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Subject: C&C Commando Updates Notice  
Posted by [Spice](#) on Wed, 09 Jun 2004 17:41:30 GMT  
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I dont mind visiting the site for updates. I already do

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---

Subject: C&C Commando Updates Notice  
Posted by [Aircraftkiller](#) on Wed, 09 Jun 2004 17:47:24 GMT  
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I don't care enough to visit when you could easily post here.

---

Subject: C&C Commando Updates Notice  
Posted by [Deactivated](#) on Wed, 09 Jun 2004 18:22:26 GMT  
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Aircraftkiller! I don't care enough to visit when you could easily post here.  
Because you find it easier to bash it here.

---

Subject: C&C Commando Updates Notice  
Posted by [SuperFlyingEngi](#) on Wed, 09 Jun 2004 19:47:11 GMT  
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Seaman - it's not too difficult to bash your stuff, I'm sorry to say. You wouldn't get bashed so much if your s looked good and you stopped putting specular on everything.

---

Subject: C&C Commando Updates Notice  
Posted by [Aircraftkiller](#) on Wed, 09 Jun 2004 23:35:28 GMT  
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If I bash you here, I'm going to bash you on Cannis' website. I don't care where it is, if I'm there and it sucks, you're going to hear about it.

---

Subject: C&C Commando Updates Notice  
Posted by [Spice](#) on Thu, 10 Jun 2004 00:32:03 GMT  
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Aircraftkiller! If I bash you here, I'm going to bash you on Cannis' website. I don't care where it is, if I'm there and it sucks, you're going to hear about it.

LOL I'll Remember that You should still post it here since you will get more publicity.

---

Subject: C&C Commando Updates Notice  
Posted by [PsycoArmy](#) on Thu, 10 Jun 2004 09:53:23 GMT  
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Post it where ever you want its your choice. I prefer just wizzin through sites, too much crap here.

---

Subject: C&C Commando Updates Notice  
Posted by [Mad Ivan](#) on Fri, 11 Jun 2004 08:40:13 GMT  
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erm...SeaMan...you need a new layout...

---

Subject: C&C Commando Updates Notice  
Posted by [Deactivated](#) on Fri, 11 Jun 2004 09:34:11 GMT  
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Why it needs a new layout?

---

Subject: C&C Commando Updates Notice  
Posted by [mattc1515](#) on Sat, 12 Jun 2004 22:58:00 GMT  
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is this mod available for download ? i can't find very good info on the site and when i click on the c&c commando link on the downloads page it just does a loop basically

---

Subject: C&C Commando Updates Notice  
Posted by [Deactivated](#) on Sat, 12 Jun 2004 23:35:17 GMT  
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<http://mods.moddb.com/3262>

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Subject: C&C Commando Updates Notice  
Posted by [Joey232k1](#) on Sun, 13 Jun 2004 05:07:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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yet another post where i see antiarcraft shooting down a mod. When will he stop he just goes on and on and on!!!!

I like the mod seaman, i think ack has a problem with your name, his mom says he shouldnt be seeeing words like that untill hes at least 30

---

Subject: C&C Commando Updates Notice  
Posted by [Aircraftkiller](#) on Sun, 13 Jun 2004 05:40:17 GMT  
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You're quite an enigma. I wonder who you are, probably a forum regular smurfing.

---

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Subject: C&C Commando Updates Notice  
Posted by [Renardin6](#) on Sun, 13 Jun 2004 06:45:58 GMT  
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hmmm, I don't like the racist comment on your sig. It's not making fun of people. That is really bad. Plz don't do such thing. We are all human, not animals. But I still don't like Ack.

---

Subject: C&C Commando Updates Notice  
Posted by [Aircraftkiller](#) on Sun, 13 Jun 2004 07:17:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I don't like you either you filthy liar.

---

Subject: C&C Commando Updates Notice  
Posted by [Hav0c](#) on Sun, 13 Jun 2004 08:23:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Cmon guys dont wreck this thread aswell

---

Subject: C&C Commando Updates Notice  
Posted by [Phoenix - Aeon](#) on Sun, 13 Jun 2004 08:55:08 GMT  
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Hmmmm, this guy is also disrespectful towards homosexuality aswell as being racist.

On another note, the mod can be downloaded? AFAIK all you've done is add a few things like blood splatter and mouse steering (why the fuck I'd want to do that anyway I don't know) create a new buggy a few guns and stick a couple of WS models in. I'm not convinced personally.

---

Subject: C&C Commando Updates Notice  
Posted by [Deactivated](#) on Sun, 13 Jun 2004 09:35:57 GMT  
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---

Phoenix - Aeon

On another note, the mod can be downloaded? AFAIK all you've done is add a few things like blood splatter and mouse steering create a new buggy a few guns and stick a couple of WS models in. I'm not convinced personally.

No, it can't be downloaded.

Why you think that when a new mod is being worked on, it is should be already complete?  
Even RenAlert isn't completed.

---

Also, what is wrong with using the old Westwood assets?  
Would it better just to leave leave them alone and finally let them dissappear?

---

---

Subject: C&C Commando Updates Notice  
Posted by [PsycoArmy](#) on Sun, 13 Jun 2004 10:08:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Renardin6hmmm, I don't like the racist comment on your sig. It's not making fun of people. That is really bad. Plz don't do such thing. We are all human, not animals. But I still don't like Ack.

humans are still animals . < spam

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Subject: C&C Commando Updates Notice  
Posted by [Joey232k1](#) on Sun, 13 Jun 2004 14:26:07 GMT  
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removed

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Subject: C&C Commando Updates Notice  
Posted by [SuperFlyingEngi](#) on Sun, 13 Jun 2004 14:30:23 GMT  
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SeaMan

No, it can't be downloaded.

Why you think that when a new mod is being worked on, it is should be already complete?

Even RenAlert isn't completed.

Also, what is wrong with using the old Westwood assets?  
Would it better just to leave leave them alone and finally let them dissappear?

If it can't be downloaded, why did you imply that it could be by posting a supposed link to a download site? Although RenAlert isn't completed, it's been playable for a long time, so I don't really know what the relevance is here.

Well, some of the old Westwood Assets, like the recon bike [This is a westwood asset, right?] , in my opinion suck. The only real good looking thing in there is the flame tank. Keep the flame, chuck all the other old models. But remember to credit Westwood for it.

---

---

Subject: C&C Commando Updates Notice  
Posted by [Phoenix - Aeon](#) on Sun, 13 Jun 2004 14:48:30 GMT  
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Quote:Also, what is wrong with using the old Westwood assets?

Nothing, as long as you don't put that specular shit all over it, besides all that I was saying was that there really doesn't appear to be enough in the mod yet to have even a beta.

---

---

Subject: C&C Commando Updates Notice  
Posted by [Deactivated](#) on Sat, 26 Jun 2004 19:21:29 GMT  
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---

Some new stuff have been posted... go to the site to find out.

---

---

Subject: C&C Commando Updates Notice  
Posted by [Aircraftkiller](#) on Sat, 26 Jun 2004 19:23:11 GMT  
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---

That Hum-vee looks like shit.

---

---

Subject: C&C Commando Updates Notice  
Posted by [Jaspah](#) on Sat, 26 Jun 2004 19:24:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Here we go again...

---

---

Subject: C&C Commando Updates Notice  
Posted by [Aircraftkiller](#) on Sat, 26 Jun 2004 19:25:20 GMT  
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Only because idiots like you insist on posting here.

---

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Subject: C&C Commando Updates Notice  
Posted by [Jaspah](#) on Sat, 26 Jun 2004 19:27:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Ever heard of constructive criticism? If you don't want it to look like shit, GIVE SOME TIPS.

---

---

Subject: C&C Commando Updates Notice  
Posted by [Deactivated](#) on Sat, 26 Jun 2004 19:35:29 GMT  
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---

AircraftkillerThat Hum-vee looks like shit.

You're violating the BHS Code of Conduct by saying this. Again.

---

---

Subject: C&C Commando Updates Notice  
Posted by [Aircraftkiller](#) on Sat, 26 Jun 2004 19:39:19 GMT  
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---

I don't really care, because it looks like shit and I'm going to say that until it doesn't look like shit.

---

---

Subject: C&C Commando Updates Notice  
Posted by [Genocide](#) on Sat, 26 Jun 2004 21:15:13 GMT  
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---

ACK, Well what you have to fucking consider is that it doesnt look like plastic, it does look better than anything you have created which , yes looks shit.

I am going to keep saying all your work is shit until it doesn't look like shit.

---

---

Subject: C&C Commando Updates Notice  
Posted by [Aircraftkiller](#) on Sat, 26 Jun 2004 22:09:14 GMT  
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I don't care about what you think of my work, that's irrelevant to the fact that I believe your Hum-vee is a blurry texture job with little resemblance to a GDI or US Army Hum-vee.

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Subject: C&C Commando Updates Notice  
Posted by [tooncy](#) on Sat, 26 Jun 2004 22:10:23 GMT  
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Subject: C&C Commando Updates Notice  
Posted by [htmlgod](#) on Sat, 26 Jun 2004 23:38:31 GMT  
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Since ACK doesn't care to discuss the... errr problems with your Hummer, I decided that I would do the honors. Overall the model isn't that bad, but the texturing has got some serious issues.

---

---

Subject: C&C Commando Updates Notice  
Posted by [m1a1\\_abrams](#) on Sun, 27 Jun 2004 00:10:51 GMT  
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The real vehicle only has that light on one side, so it's accurate.

---

Subject: C&C Commando Updates Notice  
Posted by [htmlgod](#) on Sun, 27 Jun 2004 00:18:39 GMT  
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---

But is it a swirly gray and black mess, or is it a light?

---

Subject: C&C Commando Updates Notice  
Posted by [Spice](#) on Sun, 27 Jun 2004 01:04:39 GMT  
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---

toony

Picture jackage

I really like the poop smears and how one side has 1 head light and the other has 2.

---

Subject: C&C Commando Updates Notice  
Posted by [smwScott](#) on Sun, 27 Jun 2004 01:13:10 GMT  
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The mod is coming along nicely, most of the models look pretty good.

---

Subject: C&C Commando Updates Notice  
Posted by [Havoc 89](#) on Sun, 27 Jun 2004 01:21:23 GMT  
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htmlgodSince ACK doesn't care to discuss the... errr problems with your Hummer, I decided that I would do the honors. Overall the model isn't that bad, but the texturing has got some serious issues.

Tell me something... ingame, are you actually gonna go up tho the humvee, and look carefully at the wheel or whatever and say, "oh look its blurry" or whatever the hell you want to say. or do you want to play with the damn car rather than looking for every single flaw in it, or whatever tyour looking for.

EDIT/ADD:



hey ack, you think its shit? and you know what i dont give a shit about what you think. i KNOW you cant do anything better that. you need your team to do this stuff for you (no offence to the team btw), all you do is "oh... look at me i did a few updates on it..." for all i know all you care about is what you do, and what your team makes, i've never seen you take interest in someone else's work.

and this is for most of the people here. i dont understand why, just why the hell you have to dramatically change the topic so much and help start a freakin flame war. I KNOW i am currently participating in one, but i also know,, that there is no way you guys would stop. i dont know why or how this topic can change so much. it makes no sence. i've always had respect for people but now im not so sure about anything. you guys have proven than you dont deserve anything. all you do is flame, flame, flame! and there are only like 8 mods for ren, and the rest of you people dont do anything and call yourselfs part of the modding community, you guys are pethatic.

---

Subject: C&C Commando Updates Notice  
Posted by [xptek\\_disabled](#) on Sun, 27 Jun 2004 01:44:09 GMT  
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---

Then why don't we just make all the models boxes? Since it's the gameplay that counts..

---

Subject: C&C Commando Updates Notice  
Posted by [Havoc 89](#) on Sun, 27 Jun 2004 02:00:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

you just dont get it do you? im not even gonna bother... if you wanna make boxes go ahead, im not stopping you.

---

Subject: C&C Commando Updates Notice  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 02:11:49 GMT  
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Quote:and you know what i dont give a shit about what you think.

Then why, praytell, did you write a paragraph about me and what I think?

Quote:you need your team to do this stuff for you

I need my team to do certain jobs, that's why I have a fucking team... You know, near-professionals who know their jobs and can expedite the process of creating a game based on the W3D engine.

No game company hires one person to do graphics, programming, scripts, gameplay testing, direction, sounds, textures, 3D models, QA assurance, etc... So WTF is your point, that I do what

most intelligent people do and hire a team to help me accomplish my goal? :rolleyes: Yeah REAL POINT THERE BUDDY..

Quote: ingame, are you actually gonna go up to the humvee, and look carefully at the wheel or whatever and say, "oh look its blurry" or whatever the hell you want to say.

Yes, because I like playing things that look good. If it looks like shit, chances are I don't want to use it.

---

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Subject: C&C Commando Updates Notice  
Posted by [forsaken](#) on Sun, 27 Jun 2004 02:31:28 GMT  
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---

yeah, I always appreciate fine detailed work, if people actually buy a vehicle and look at it because of its astonishing detail and comment on it, as an artist or modeler, it'd make my day.

---

---

Subject: C&C Commando Updates Notice  
Posted by [Havoc 89](#) on Sun, 27 Jun 2004 02:49:09 GMT  
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---

Quote: Then why, praytell, did you write a paragraph about me and what I think?

Actually its my opinion, and what i think.

Quote: I need my team to do certain jobs, that's why I have a fucking team... You know, near-professionals who know their jobs and can expedite the process of creating a game based on the W3D engine.

you didnt understand what i ment. I know you need a team to accomplish a mod. i know you need a team to do certain jobs. but what im saying is, i havnt seen you do a god damn thing for your mod. i dunno if you do level edit cuz guess what... i dont give a shit.

Quote: Yes, because I like playing things that look good. If it looks like shit, chances are I don't want to use it.

Well what IF something was designed that way. would you use it? i dont know why you said the humvee looks like shit. the model is fine, may have a few flaws, same with the skin. but hey guess what... i'm pretty sure the models/skin in Ren Alert also has some flaws. The humvee looks like a himvee, there may not be some parts that are smoothend out. Genocide and I spent some time on the humvee and all you can say is that it looks like shit... i dont even know why you said that. forget HTML's opinion, i wanna hear yours, i wanna know why you think it looks like shit.

---

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Subject: C&C Commando Updates Notice

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Posted by [xptek\\_disabled](#) on Sun, 27 Jun 2004 03:04:25 GMT

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Learn to spell. Dammit.

---

Subject: C&C Commando Updates Notice

Posted by [Havoc 89](#) on Sun, 27 Jun 2004 03:11:01 GMT

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is that all you know what to say? have you actually done something else for this community other than talk bullshit?

---

Subject: C&C Commando Updates Notice

Posted by [PermaGrin](#) on Sun, 27 Jun 2004 03:20:51 GMT

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it's your hummer. if you like it that way, then leave it. why do people care so much what ack thinks. ignore him.

BTW. why did u post this.....SeaManDue to several reasons, updates regarding C&C Commando will not be posted in this forum anymore.

then post this....SeaManSome new stuff has been posted... go to the site to find out.

seems to me u still want to post updates here, so might as well just throw in the pics also.

---

Subject: C&C Commando Updates Notice

Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 03:27:39 GMT

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Quote:why do people care so much what ack thinks. ignore him.

You first?

Quote:Actually it's my opinion, and what I think.

Are you a moron? You first say you don't care, now you say it's what you think, make up your mind...

Quote:i haven't seen you do a god damn thing for your mod. i dunno if you do level edit cuz guess what... i don't give a shit.

That's because you don't pay any attention at all.

I lead the game we're developing, I direct everyone on the team and make sure they work and finish things on time. I make all the levels, all the structures, and a good portion of the vehicle

textures. I handle RA public tool releases for our community to make their own levels using a preset structure arrangement similar to "buildings-setup.gmax" and I also set the standards for the music we use from Chicajo and Frank Klepacki.

But yeah, I obviously do nothing. Try looking before you make an ass of yourself.

HTMLGOD posted exactly what was wrong with it.

---

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Subject: C&C Commando Updates Notice  
Posted by [sniper12345](#) on Sun, 27 Jun 2004 03:46:17 GMT  
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How many people here thinks that the destroyer in RA looks like crap?

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---

Subject: C&C Commando Updates Notice  
Posted by [Havoc 89](#) on Sun, 27 Jun 2004 03:47:53 GMT  
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I dont care about your mod, but i do care about C&C Commando.

why do you hate this mod so much? why do you hate most of the other mods around? is it the people? is it the idea? what is it?

---

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Subject: C&C Commando Updates Notice  
Posted by [flyingfox](#) on Sun, 27 Jun 2004 03:48:24 GMT  
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The quality?

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Subject: C&C Commando Updates Notice  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 03:50:13 GMT  
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The quality?

---

---

Subject: C&C Commando Updates Notice  
Posted by [Havoc 89](#) on Sun, 27 Jun 2004 03:57:50 GMT  
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would ya just answer the question.

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Subject: C&C Commando Updates Notice  
Posted by [sfr3f](#) on Sun, 27 Jun 2004 04:32:31 GMT  
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He did. The quality.

---

Subject: C&C Commando Updates Notice  
Posted by [Deactivated](#) on Sun, 27 Jun 2004 10:10:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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AircraftkillerThat Hum-vee looks like shit.

Thanks. I know you like it.

---

Subject: C&C Commando Updates Notice  
Posted by [Goltergau](#) on Sun, 27 Jun 2004 11:42:34 GMT  
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woot stop this discussion. you all behave like kids. make some constructif posts and stopp simply saying it's shit! poor commander who whants to make a good mod.

her is my critic:

The hummve is looking good but remake the headlight (the dark thing there) and the streched textures.

---

Subject: C&C Commando Updates Notice  
Posted by [PsycoArmy](#) on Sun, 27 Jun 2004 11:49:54 GMT  
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And heres my comment . The humvee is good enough... Will you be using headlight and chracters in it?

---

Subject: C&C Commando Updates Notice  
Posted by [Ferhago](#) on Sun, 27 Jun 2004 12:33:18 GMT  
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Ugh everyone wants constructive critiscism so fine.

Your humvee looks shitty. You should like, make it not look shitty.

Also I pray to god that you dont intend to post on these forums "I made an update go to my site"

---

all the time now

---

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Subject: C&C Commando Updates Notice  
Posted by [Deactivated](#) on Sun, 27 Jun 2004 13:14:58 GMT  
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Subject: C&C Commando Updates Notice  
Posted by [Slash0x](#) on Sun, 27 Jun 2004 15:31:54 GMT  
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FerhagoUgh everyone wants constructive criticism so fine.

Your humvee looks shitty. You should like, make it not look shitty.

Also I pray to god that you dont intend to post on these forums "I made an update go to my site" all the time now

Everyone has their own opinion...I'll be completely honest and say I don't play the RA mod for Renegade nor the Reborn. I don't like RA mod and truly no time to play around with full game conversion mods. Do I state "OMG! THAT SUB LOOKS LIKE CRAP!" whenever ACK posts? Give out things that make it look "shitty" that way it can be fixed. If any mod didn't have the publics opinions before the final release, you know how many people wouldn't play it?

If you don't have anything nice to say, simply don't say it. OR say your 2 cents so that everyone knows that you're just a guy that always has something stupid and untopic related to say.

2 CENTS!

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Subject: C&C Commando Updates Notice  
Posted by [Ferhago](#) on Sun, 27 Jun 2004 21:36:01 GMT  
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I choose the second option. Now go fuck yourself

---

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Subject: C&C Commando Updates Notice  
Posted by [NeoX](#) on Sun, 27 Jun 2004 21:41:33 GMT  
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Good model but yes HTML god gave you some good pointers as for Ack he just tells people what do to and makes the occasional shitty skin(which he wont improve no matter what people say or

how nice they are)or model for the mod. O yea and the maps which 90% are done by a method which takes some light photoshop skill. He then places the buildings and ships it off to his level edit bitch and continues bossing people around.

---

---

Subject: C&C Commando Updates Notice  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 21:44:00 GMT  
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You're like Homer Simpson, an excellent example of someone who gets more stupid as each day passes.

I find it hard to believe that you actually think you're right when you post that self-serving tripe, but then again, it's NeoX we're talking about here. The guy with the "fat faced avatar," the guy who's proud of trying to make himself sexually available to me (dear God that's disgusting), and the guy who follows me around on every post I make and tries to say something negative for the sole reason that you're too ignorant to base any of your opinions in any factual basis of reality.

Have fun posting crap NeoX, I'm going to start putting your posts on bash.org so people can laugh at them as hard as I am right now...

---

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Subject: C&C Commando Updates Notice  
Posted by [NeoX](#) on Sun, 27 Jun 2004 21:44:32 GMT  
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Ok this is how ack makes his maps. <http://renhelp.laeubi-soft.de/?tut=1>

---

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Subject: C&C Commando Updates Notice  
Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 21:46:36 GMT  
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ROFL, there he goes again, thinking he knows exactly how I do things.. Keep it coming HomerX, this stuff is comedy genius.

---

---

Subject: C&C Commando Updates Notice  
Posted by [NeoX](#) on Sun, 27 Jun 2004 21:48:01 GMT  
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---

You and me both know thats how you make your maps so why deny it?

---

---

Subject: C&C Commando Updates Notice

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Posted by [Aircraftkiller](#) on Sun, 27 Jun 2004 21:50:35 GMT

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Really? The only time I've used mesh displacement is to create Mars, using actual Mars topography, and Ridge War. It's not a simple process either you fucking retard.

The rest of them are done using mesh smoothing on an initial starting geometric point to which the entire level is fleshed out over the course of 12 hours.

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Subject: C&C Commando Updates Notice

Posted by [Havoc 89](#) on Sun, 27 Jun 2004 21:53:07 GMT

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would you guys jost knock it off. this is completely off topic!

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Subject: C&C Commando Updates Notice

Posted by [Slash0x](#) on Sun, 27 Jun 2004 23:42:18 GMT

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Ferhagol choose the second option. Now go fuck yourself

Nice complete response to someone with a low IQ...I could reply with at complete mindless response like that without even thinking, too, BUT I'm not an ignorant n00b.

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Subject: C&C Commando Updates Notice

Posted by [PermaGrin](#) on Mon, 28 Jun 2004 01:05:39 GMT

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PermaGrinAircraftkillerthis community for being whiny bitches.

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Subject: C&C Commando Updates Notice

Posted by [Slash0x](#) on Mon, 28 Jun 2004 02:38:05 GMT

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THIS IS THE BEST MODEL EVER!

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PS: And yes, the idea did come from a BF1942 mod...

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Subject: C&C Commando Updates Notice  
Posted by [PermaGrin](#) on Mon, 28 Jun 2004 03:33:57 GMT  
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omg that looks like shit

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Subject: C&C Commando Updates Notice  
Posted by [Ferhago](#) on Mon, 28 Jun 2004 08:17:08 GMT  
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Hehehehe the flying box returneth

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Subject: C&C Commando Updates Notice  
Posted by [Atom Bomb5000](#) on Mon, 28 Jun 2004 17:09:43 GMT  
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its.....a box

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Subject: C&C Commando Updates Notice  
Posted by [Slash0x](#) on Mon, 28 Jun 2004 18:20:13 GMT  
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Atom Bomb5000its.....a box  
...a FLYING box.

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Subject: C&C Commando Updates Notice  
Posted by [Deactivated](#) on Mon, 28 Jun 2004 18:22:29 GMT  
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I think I will use that model for the Mammoth Tank in C&C Commando

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Subject: C&C Commando Updates Notice  
Posted by [Jaspah](#) on Mon, 28 Jun 2004 19:36:27 GMT  
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Ph34r the box.

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Subject: C&C Commando Updates Notice  
Posted by [Imdgr8one](#) on Mon, 28 Jun 2004 19:51:02 GMT  
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I WANT THE BOX!

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Subject: C&C Commando Updates Notice  
Posted by [Jaspah](#) on Mon, 28 Jun 2004 23:09:36 GMT  
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MY BOX!

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Subject: C&C Commando Updates Notice  
Posted by [Deactivated](#) on Fri, 02 Jul 2004 10:12:10 GMT  
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Humvee model and texture Update:  
<http://www.planetcnc.com/images/photo/7-8-04/jul02.jpg>

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Subject: C&C Commando Updates Notice  
Posted by [htmlgod](#) on Fri, 02 Jul 2004 11:19:49 GMT  
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Much better!

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Subject: C&C Commando Updates Notice  
Posted by [jd422032101](#) on Fri, 02 Jul 2004 14:04:44 GMT  
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SeaManHumvee model and texture Update:  
<http://www.planetcnc.com/images/photo/7-8-04/jul02.jpg>

i never got on when i was young >>>>...

i like the tex thoe

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Subject: C&C Commando Updates Notice  
Posted by [KIRBY098](#) on Fri, 02 Jul 2004 14:13:28 GMT  
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SeaManHumvee model and texture Update:  
<http://www.planetcnc.com/images/photo/7-8-04/jul02.jpg>

AircraftkillerIt looks like a plastic Tonka toy with some sp00ge on it.

:twisted:

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Subject: C&C Commando Updates Notice  
Posted by [jd422032101](#) on Fri, 02 Jul 2004 16:04:00 GMT  
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KIRBY098SeaManHumvee model and texture Update:  
<http://www.planetcnc.com/images/photo/7-8-04/jul02.jpg>

AircraftkillerIt looks like a plastic Tonka toy with some sp00ge on it.

:twisted:

lol

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