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Subject: Mapping debate

Posted by [Spice](#) on Tue, 30 Nov 2004 17:35:11 GMT

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Why is titans work crap? Out of all the renegade mappers he makes the most detailed levels with excellent gameplay. Which is what really matters in any map.

His Cairo map deffinitly takes the cake when it comes to looks and the gmaeplay isn't bad either.

I would hardly call his work , Crap.

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Subject: Mapping debate

Posted by [Aircraftkiller](#) on Tue, 30 Nov 2004 23:12:06 GMT

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Detailed my ass... Everything he makes is identical to what he made before, just made worse by stupid additions like "gumdrop trees," and completely barren battlefields with no cover for infantry.

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Subject: Mapping debate

Posted by [Pendullum](#) on Tue, 30 Nov 2004 23:27:17 GMT

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its better your maps with a big field with trees everywhere... oh and the hill, christ I nearly forgot the hill!

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Subject: Mapping debate

Posted by [Aircraftkiller](#) on Tue, 30 Nov 2004 23:40:39 GMT

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Yes, God forbid they look like the game they're based on. You miss the entire point, kid.

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Subject: Mapping debate

Posted by [Pendullum](#) on Tue, 30 Nov 2004 23:51:12 GMT

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yeah, open fields with no real detail...

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Subject: Mapping debate

Posted by [Aircraftkiller](#) on Wed, 01 Dec 2004 00:11:17 GMT

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Other than all the mountains, trees, rocks, rivers, shrubs, bushes, bases, debris, and cover positions... Right?

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Subject: Mapping debate

Posted by [Pendulum](#) on Wed, 01 Dec 2004 00:25:51 GMT

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yeah, but open fields with no tactical way of eliminating the enemy, its all open, most of the time you can b2b (taking golf course as the example there) and they're so big, its just plain boring to get between the bases, at least Ciro looks good, giving you something to look at while your getting between the bases.

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Subject: Mapping debate

Posted by [sfr3f](#) on Wed, 01 Dec 2004 01:24:42 GMT

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Golf isn't a RenAlert map. "b2b" is a thing of Renegade.

Open fields?

Open: Having no protecting or concealing cover, affording unobstructed passage or view.

Field: A broad, level, open expanse of land.

NOT AN OPEN FIELD.

If the terrain needs big freaking canyon walls to define "tactical" avenues, you've got to be plum retarded. Maps without restrictive terrain (canyons) are so much more tacticaly diverse. LOS shadows behind hills are good for ambush or hiding. High points give beter range of sight and are harder to attack head on. Trees and brush give cover to infantry, and even armor. Valleys can hide an approaching armor column.

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Subject: Mapping debate

Posted by [Slash0x](#) on Wed, 01 Dec 2004 20:02:04 GMT

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Don't forget your highly noticeable 10 x 10 repeatively texture ACK...

Oh! And just for the record... ACK is an ass.

Edit: /me just remembered flying over the world of Glaciers... :rolleyes:

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Subject: Mapping debate

Posted by [Aircraftkiller](#) on Wed, 01 Dec 2004 20:15:47 GMT

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Thanks for your wonderful insight into the world of unnecessary comments grounded in the reality of idiocy, Slash0x. How could we have known that you had nothing to contribute, nothing of value, had you not come out and proved it yourself?

I thank you for saving me the time of meticulously inspecting your post for ignorance! You laid it all out for everyone to see. Bravo, dear child, bravo!

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Subject: Mapping debate

Posted by [Naamloos](#) on Wed, 01 Dec 2004 21:09:55 GMT

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Stop going off topic.

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Subject: Mapping debate

Posted by [Slash0x](#) on Wed, 01 Dec 2004 22:54:48 GMT

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AircraftkillerThanks for your wonderful insight into the world of unnecessary comments grounded in the reality of idiocy, Slash0x. How could we have known that you had nothing to contribute, nothing of value, had you not come out and proved it yourself?

I thank you for saving me the time of meticulously inspecting your post for ignorance! You laid it all out for everyone to see. Bravo, dear child, bravo!

Nah, I'm just tired of your crap and decided "why not act like an ass like the 'Great ACK'?"

Why don't you go shave or something... :rolleyes:

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Subject: Mapping debate

Posted by [Aircraftkiller](#) on Wed, 01 Dec 2004 23:33:44 GMT

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I did yesterday when I took a shower after waking up.

Although you "being an ass" raises an interesting question; why are you worried about how I treat people so long as I treat you with respect? You do realize you've been giving me a lot of shit for the past two months and I haven't bothered to seriously attack you yet?

Before you go pointing out assholes, look at yourself first.

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Subject: Mapping debate

Posted by [Pendulum](#) on Wed, 01 Dec 2004 23:36:28 GMT

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and you do the same

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Subject: Mapping debate

Posted by [Jecht](#) on Thu, 02 Dec 2004 00:36:49 GMT

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Why would you bash Cairo, its a great map, especially for Helis. Im not saying AirCraftKiller's maps are crap, but Cairo is fun too. And can i ask, who made the map Night0X.mix ? Whoever did that one is a friggin genius.

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Subject: Mapping debate

Posted by [Aircraftkiller](#) on Thu, 02 Dec 2004 01:59:59 GMT

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Pendulumand you do the same

And I do what, Pendumbass? What kind of point were you trying to cough up this time? At least label what you think lest my opinion of your brainless antics continue to propagate...

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