
Subject: Aircraftkiller

Posted by [Spoony_old](#) on Sun, 26 Dec 2004 21:53:18 GMT

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I remember a few months back you were thinking of re-doing Glacier Flying, sorting out the bugs in it etc.

I was just wondering if that's true and if so, are you still planning to do it.

Subject: Aircraftkiller

Posted by [Aircraftkiller](#) on Sun, 26 Dec 2004 22:22:48 GMT

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When I said I don't plan on working with this game again until it's fun, I pretty much meant just that.

Subject: Aircraftkiller

Posted by [Deactivated](#) on Sun, 26 Dec 2004 23:15:28 GMT

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And who is going to make it "fun" for you?

Subject: Aircraftkiller

Posted by [Naamloos](#) on Sun, 26 Dec 2004 23:29:43 GMT

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No one...

Good thing there are some servers that fixed the n00b cannon a bit.

Subject: Aircraftkiller

Posted by [Toolstyle](#) on Mon, 27 Dec 2004 00:46:45 GMT

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AircraftkillerWhen I said I don't plan on working with this game again until it's fun, I pretty much meant just that.

So is that a "no" then? =P

Subject: Aircraftkiller

Posted by [cowmisfit](#) on Mon, 27 Dec 2004 01:15:37 GMT

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ToolstyleAircraftkillerWhen I said I don't plan on working with this game again until it's fun, I pretty much meant just that.

So is that a "no" then? =P

=p <

Subject: Aircraftkiller

Posted by [SickOptometrist](#) on Mon, 27 Dec 2004 02:19:43 GMT

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AircraftkillerWhen I said I don't plan on working with this game again until it's fun, I pretty much meant just that.

What he meant to say is that he would be glad to apply his skills toward the improvement of that map, but his efforts should be compensated. Please send checks to SickO (Aircraftkiller's Public Relations Co-ordinator) - 'bout 350 should do it...

Subject: Aircraftkiller

Posted by [loser99](#) on Mon, 27 Dec 2004 02:56:03 GMT

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oh man sicko, thats crazy its like your eye is a sniper rifle!1111!!!

Subject: Aircraftkiller

Posted by [SickOptometrist](#) on Mon, 27 Dec 2004 03:08:40 GMT

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loser99oh man sicko, thats crazy its like your eye is a sniper rifle!1111!!!

Ya LOL & get this - it's really my eyeball & unibrow too!

Subject: Aircraftkiller

Posted by [Spoony_old](#) on Mon, 27 Dec 2004 09:05:18 GMT

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AircraftkillerWhen I said I don't plan on working with this game again until it's fun, I pretty much meant just that.

There's one certain aspect of it which is extremely fun, it grips me far more than public servers do, and it's an aspect which a lot of people shy away from without really knowing why.

And believe me, ramjets aren't a problem in this aspect of gaming. I would know, because I despise them far more than you do.

Subject: Aircraftkiller

Posted by [SickOptometrist](#) on Mon, 27 Dec 2004 20:54:19 GMT

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SpoonyAircraftkillerWhen I said I don't plan on working with this game again until it's fun, I pretty much meant just that.

There's one certain aspect of it which is extremely fun, it grips me far more than public servers do, and it's an aspect which a lot of people shy away from without really knowing why.

And believe me, ramjets aren't a problem in this aspect of gaming. I would know, because I despise them far more than you do.

Huh?? I'm a little slow - Can you explain what you mean?

Subject: Aircraftkiller

Posted by [Spoony_old](#) on Mon, 27 Dec 2004 21:11:08 GMT

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I would explain, but the key words get filtered.

Subject: Aircraftkiller

Posted by [prox](#) on Mon, 27 Dec 2004 22:28:16 GMT

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I think you can say ClanWars here...

Subject: Aircraftkiller

Posted by [Spoony_old](#) on Tue, 28 Dec 2004 01:59:12 GMT

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Oh...

Subject: Aircraftkiller

Posted by [cowmisfit](#) on Tue, 28 Dec 2004 02:42:47 GMT

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SpoonyOh...

spammer elite.

Subject: Aircraftkiller

Posted by [Spoony_old](#) on Tue, 28 Dec 2004 03:35:54 GMT

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NO U

Subject: Aircraftkiller

Posted by [\[RoC\]Twix](#) on Tue, 28 Dec 2004 16:06:56 GMT

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AircraftkillerWhen I said I don't plan on working with this game again until it's fun, I pretty much meant just that.

I wish you would stop working on this game

Subject: Aircraftkiller

Posted by [Spoony_old](#) on Tue, 28 Dec 2004 16:15:46 GMT

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AircraftkillerWhen I said I don't plan on working with this game again until it's fun, I pretty much meant just that.

Well, I would really love for someone to make a conversion where the ramjets aren't overpowered, I will host servers with it, hell I would make it myself if I knew how.

That's all I really want to change about Renegade: ramjets, and tweak a couple of what should be anti-air to compensate for it.

Subject: Aircraftkiller

Posted by [cheesesoda](#) on Tue, 28 Dec 2004 16:39:45 GMT

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[RoCTwix]AircraftkillerWhen I said I don't plan on working with this game again until it's fun, I pretty much meant just that.

I wish you would stop working on this game

Do you have problems reading or understanding what you read? He said he stopped working on the game... It wasn't that hard to see that...I mean, he did say it.

Subject: Aircraftkiller

Posted by [\[RoC\]Twix](#) on Tue, 28 Dec 2004 18:15:11 GMT

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j_ball430[RoCTwix]AircraftkillerWhen I said I don't plan on working with this game again until it's fun, I pretty much meant just that.

I wish you would stop working on this game

Do you have problems reading or understanding what you read? He said he stopped working on the game... It wasn't that hard to see that...I mean, he did say it.

Thats why CP1 had his maps on it.

Subject: Aircraftkiller

Posted by [Spoony_old](#) on Tue, 28 Dec 2004 18:16:53 GMT

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which he probably made quite some time ago? and maybe just gave a quick metaphorical polish to before the CP1 release?

Subject: Aircraftkiller

Posted by [Blazer](#) on Tue, 28 Dec 2004 19:18:19 GMT

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CP1 has Aircraftkillers maps because they are some of the higher quality ones. Even people who dislike his personality have a hard time disputing the fact that his maps are some of the best, whether the framework of them was created by Westwood or not.

There was plans for Aircraftkiller to officially join Blackhand Studios, where he would not only help us out with things in his area of expertise (map making/level edit stuff), but also BHS would create "balanced" maps (note MAPS not CP's or changing the game engine for all maps/games), that would have the sort of things Aircraftkiller (and many other people), think would balance the game out more. These balanced maps would include such changes as:

1. Drastically decreased damage (and points) for RamJet versus med/heavy armor.
2. Slightly decreased damage for RamJet versus light armor.
3. Drastically decreased damage for normal (500 cred) sniper rifle versus *any* armor.
4. Homing rockets (rocket launcher, stealth tanks, mrls), to counter air attacks (since RamJet would no longer own apaches and orcas)
5. Apache&Orca requiring refilling their ammo via helipad instead of having unlimited supply
6. Fixing the "flickering" that happens when a distant sniper is scoped and moving.

This is not all of the changes that were discussed, but probably the major ones. Some people are violently opposed to these changes, some people want them badly.

As I said it was planned to make balanced versions of maps (for example C&C_BHS_Field.mix) that had changes as I described, this way the changes would not be forced upon anyone - server owners could decide for themselves if they wanted to run them, and players could decide if they

wanted to play them or not. Probably what would have been done is BHS would run a server with the maps as a trial to let people try them out and see if they like them.

Anyhow, at some point, Aircraftkiller decided that he "hates" Renegade, and stated that he would no longer help, do, release, or work on anything for it. He is now anti-renegade and bashes it every chance he gets, going so far as to call me stupid for even playing it.

So, unless Aircraftkiller changes his mind, I doubt the special balanced maps will ever be made. I am under the impression that the only way Aircraftkiller would rejoin the Renegade community, is if his balance changes were implemented globally and forced onto everyone, but that's not going to happen for obvious reasons.

Subject: Aircraftkiller

Posted by [Spoony_old](#) on Tue, 28 Dec 2004 19:26:12 GMT

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hmmm well. I can guarantee quite a few servers would host these changes if they were to happen. N00bstories would have at least one. I would host several.

It seems like a perfect solution to me, ACK (and others of similar opinion... me, for example) get to play on servers where n00bjetters don't ruin gameplay, and the n00bjetters still get to play on other servers. Probably without even realising the changes have happened on other servers, let alone being offended by it.

Subject: Aircraftkiller

Posted by [Spoony_old](#) on Tue, 28 Dec 2004 19:31:41 GMT

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another possibility... does anyone else other than aircraftkiller have the knowledge and willingness to make those changes. sorry for double post

Subject: Aircraftkiller

Posted by [cowmisfit](#) on Tue, 28 Dec 2004 19:32:33 GMT

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Spoonyanother possibility... does anyone else other than aircraftkiller have the knowledge and willingness to make those changes. sorry for double post

dude, have you ever heard of the edit button by your last post??

Subject: Aircraftkiller

Posted by [Spoony_old](#) on Tue, 28 Dec 2004 19:34:32 GMT

Subject: Aircraftkiller

Posted by [Vitaminous](#) on Tue, 28 Dec 2004 19:35:17 GMT

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(@Cowmisfit) Three times you've posted something in this topic and those three times you haven't managed to post anything useful.

Subject: Aircraftkiller

Posted by [Spoony_old](#) on Tue, 28 Dec 2004 19:49:59 GMT

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AprimeThree times you've posted something in this topic and those three times you haven't managed to post anything useful.

Such irony.

Subject: Aircraftkiller

Posted by [Aircraftkiller](#) on Tue, 28 Dec 2004 19:50:29 GMT

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And you managed to post something of no use while making that statement, great job. :rolleyes:

Quote:There was plans for Aircraftkiller to officially join Blackhand Studios, where he would not only help us out with things in his area of expertise

I was part of it for about six months until I felt like quitting.

Yes, I hate the game. I don't remember calling you stupid but I apologize if I did, it was probably in jest.

Subject: Aircraftkiller

Posted by [cowmisfit](#) on Wed, 29 Dec 2004 00:28:33 GMT

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Aprime(@Cowmisfit) Three times you've posted something in this topic and those three times you haven't managed to post anything useful.

And yet you came to this thread simply to try and make one person, me, look like a dumbass.

:rolleyes:

Subject: Aircraftkiller
Posted by [Spoony_old](#) on Wed, 29 Dec 2004 02:44:10 GMT
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wtf, he was talking to you?

Subject: Aircraftkiller
Posted by [prox](#) on Wed, 29 Dec 2004 15:40:06 GMT
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Quote:(@Cowmisfit)

Subject: Aircraftkiller
Posted by [cheesesoda](#) on Wed, 29 Dec 2004 15:49:34 GMT
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Before he edited it, there was no "(@Cowmisfit)."

Quote:Last edited by Aprime on Tue Dec 28, 2004 5:35 pm; edited 1 time in total

Subject: Aircraftkiller
Posted by [GoThX](#) on Wed, 29 Dec 2004 16:00:06 GMT
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Titanx177 =3 or w/e all his maps are awesome =D

*cough*bet*cough*ter*cough*then*cough*air*cought*craft*cough*killer*cough*

Subject: Aircraftkiller
Posted by [cheesesoda](#) on Wed, 29 Dec 2004 16:02:31 GMT
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*cough*you*cough*are*cough*an*cough*idiot*cough*

Subject: Aircraftkiller
Posted by [flyingfox](#) on Wed, 29 Dec 2004 16:03:43 GMT

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You really need to sort out that cough, because it's making anything coming out of your mouth sound like bullshit.

Subject: Aircraftkiller

Posted by [Nightma12](#) on Wed, 29 Dec 2004 16:05:51 GMT

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Aprime(@Cowmisfit) Three times you've posted something in this topic and those three times you haven't managed to post anything useful.

hypocrit :rolleyes:

anyone remember the POST YOUR FUNNY POCTURES topic?

dumbarse... :rolleyes:

Subject: Aircraftkiller

Posted by [flyingfox](#) on Wed, 29 Dec 2004 16:09:42 GMT

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move your mouse to the farthest right of the screen, click and drag a bit. try and see if you can get the little highlight beside a :rolleyes: guy (in the above post) on your first try. also take note, that if you squint your eyes sideways you can stack the second row of these smilies.

:rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes:

Subject: Aircraftkiller

Posted by [Spoony_old](#) on Wed, 29 Dec 2004 16:34:30 GMT

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xC4pRoXQuote:(@Cowmisfit)
STUPID NOOB

Subject: Aircraftkiller

Posted by [prox](#) on Wed, 29 Dec 2004 16:49:46 GMT

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WTF STFU BITCH

Subject: Aircraftkiller

Posted by [\[RoC\]Twix](#) on Wed, 29 Dec 2004 18:00:28 GMT

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flyingfox You really need to sort out that cough, because it's making anything coming out of your mouth sound like bullshit.

I'll clarify what he said for you. Loosely translated, Aircraftkiller sucks at making renegade maps.

Subject: Aircraftkiller

Posted by [cheesesoda](#) on Wed, 29 Dec 2004 18:22:36 GMT

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You're a candy bar? So you're full of fat and calories, and if we have too much of you, it's bad for our health? Hmm...sounds about right.

Subject: Aircraftkiller

Posted by [glyde51](#) on Wed, 29 Dec 2004 18:26:04 GMT

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Aprime(@Cowmisfit) Three times you've posted something in this topic and those three times you haven't managed to post anything useful.

Hippocrit is what you are,
Go get hit by a car,
Then we'll put you in a jar,
And sell that jar to a bar,
Some drunk will drink it,
He won't mind another bit,
No one here will care,
You post pictures that are sicker than underwear.

The last line was off, but meh.

Subject: Aircraftkiller

Posted by [Crimson](#) on Wed, 29 Dec 2004 19:16:12 GMT

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Enough.
