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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 14:16:00 GMT  
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My new map Deathmatch Forest has been delayed, something screwed up and I had to revert back a ways. Might not be out by this weeks Mod Map Night, sorry guys

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 14:27:00 GMT  
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Can you try and rename it to something \*other\* than how I do my maps?

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 14:34:00 GMT  
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So you are saying you do not want a standardized naming system based after your own? Think about it

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 14:42:00 GMT  
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I asked Dante, and he told me to name it this. You you have a problem, talk to him.

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 15:25:00 GMT  
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ack, that should become a standard way of naming DM maps, you don't own a copyright to it, and you get credit to the naming convention...hope you have a nice day SPECIAL THANKS TO ACK FOR THE NEW NAMING CONVENTION OF DEATH MATCH MAPS "C&C\_DM<mapname>"  
happy?

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 15:26:00 GMT  
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quote:Originally posted by aircraftkiller2001:Can you try and rename it to something \*other\* than

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how I do my maps?Sorry, but i have to say something here...When did you copyright the C&C\_DM\* naming conventions?EDIT: \*\*\*\*it, dante beat me to it... [ November 06, 2002, 15:29: Message edited by: bearxor ]

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 15:35:00 GMT  
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I never said I copyrighted it, I asked you if you could name it to something else.The reason being - I've been working on a lot of maps with the DM prefix and I don't want to end up with name conflicts because someone doesn't know what I'm working on.

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 15:37:00 GMT  
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quote:Originally posted by aircraftkiller2001:I never said I copyrighted it, I asked you if you could name it to something else.The reason being - I've been working on a lot of maps with the DM prefix and I don't want to end up with name conflicts because someone doesn't know what I'm working on.Isn't that what a readme file is for?

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Wed, 06 Nov 2002 16:00:00 GMT  
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thats not what he means.

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Thu, 07 Nov 2002 11:02:00 GMT  
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LOL....Ack you are too much. DM is a standard title throughout the gaming communitied for DeathMatch. And since this is Renegade, and the names need to start with C&C, C&C\_DM is the most logical name to use. Sorry buddy, you lose this round.~Bumpaneer

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Thu, 07 Nov 2002 11:09:00 GMT  
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Concur with Bumpaneer --we should be making modding standards - not proprietary ways of

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doing something...I mean -- if we went that way - Bumpaneer can say - "you cant use my parent/child method of making multiple calls to emitters" -- simply because he did it first...

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Thu, 07 Nov 2002 11:24:00 GMT  
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I want to see a jungle deathmatch.

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Thu, 07 Nov 2002 11:41:00 GMT  
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I could make a version of my RA2 map "Tour of 'Nam" !!!In fact I WILL!\*Starts on C&C\_Veitnam\* [ November 07, 2002, 11:42: Message edited by: DeafWasp ]

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Thu, 07 Nov 2002 13:10:00 GMT  
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quote:Originally posted by Bumpaneer:LOL....Ack you are too much. DM is a standard title throughout the gaming communitied for DeathMatch. And since this is Renegade, and the names need to start with C&C, C&C\_DM is the most logical name to use. Sorry buddy, you lose this round.~BumpaneerI never said I copyrighted it, I asked you if you could name it to something else.The reason being - I've been working on a lot of maps with the DM prefix and I don't want to end up with name conflicts because someone doesn't know what I'm working on.

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Thu, 07 Nov 2002 13:12:00 GMT  
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in other words, he wants to solve a possible future issue now beforehand.

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Subject: C&C\_DMForest Delayed  
Posted by [Anonymous](#) on Thu, 07 Nov 2002 14:37:00 GMT  
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An issue that is mostly non-existant.

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Subject: C&C\_DMForest Delayed

Posted by [Anonymous](#) on Thu, 07 Nov 2002 15:14:00 GMT

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Aircraftkiller, if you have an identical map name, you should have claimed it in the future, names are on a first come first server basis, if he got the name first, you loose out, but if you announce a name first, then he takes it, then sure, you have every right to go after him about it.

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Subject: C&C\_DMForest Delayed

Posted by [Anonymous](#) on Thu, 07 Nov 2002 15:30:00 GMT

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I agree, if you have a DMForest, I'll change it.

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Subject: C&C\_DMForest Delayed

Posted by [Anonymous](#) on Thu, 07 Nov 2002 16:02:00 GMT

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Plus, if you want someone to know its your map, DON'T use the gaming community standard. That's kinda dumb. Of course that's what other people are gunna use, hence the term STANDARD. Use something with your name in it. C&C\_ACKDM for example. You can't use the gaming standard, and then "politely" ask others to rename their maps because it inconveniences you.~Bumpaneer

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