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Subject: Long replies o\_O

Posted by [Renardin6](#) on Tue, 15 Nov 2005 18:11:22 GMT

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!fag alert!

Yslmuffins, can you please clean the topic? It would be nice.

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Subject: Re: CNC Reborn Update: Lightmaps

Posted by [omega79](#) on Tue, 15 Nov 2005 18:20:32 GMT

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damn you all are idiots ... instead of working together ... but what ever ... if you prefer to battle

i wonder why ppl always say there is a community, there is no community, the cnc community died years ago.

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Subject: Re: CNC Reborn Update: Lightmaps

Posted by [Spice](#) on Tue, 15 Nov 2005 18:42:42 GMT

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Unlike the rest of my teammebers I want to work together with the other renegade mods.

Where is somerhinos tutorial? As far as I know, he did them differently than we did and would take 10+ hours to do a map.

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Subject: Re: CNC Reborn Update: Lightmaps

Posted by [Coolrock](#) on Tue, 15 Nov 2005 19:36:58 GMT

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Renardin6 wrote on Tue, 15 November 2005 13:11!fag alert!

Why do you tell so many people that you're a fag? :/ We know already

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Subject: Re: CNC Reborn Update: Lightmaps

Posted by [Chronojam](#) on Tue, 15 Nov 2005 19:46:04 GMT

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Let's not fag this thread up (sorry, had to get the word in again) more than it already was.

Personally, I have a GF4 era card... when Ren came out, the GF2 was the thing you'd have basically, so let's put things into perspective. I noticed something was up when I realized how

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small his HUD seems: I could never play the game with the details and resolution that high.

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [JPNOD](#) on Tue, 15 Nov 2005 23:02:03 GMT  
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Looks sweet , as long as my Tliliiiiiiiiiiii runs it

offtopic:

to bad C&C Decade comes out soon, they should put Reborn, and Ren Alert on the extra DVD.  
That would bring alot of players into it.

I just hope the Reborn mod is kinda completed april next year

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [SuperFlyingEngi](#) on Tue, 15 Nov 2005 23:46:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Coolrock wrote on Tue, 15 November 2005 07:17Quote:As far as we know, no other mod or maps made by the public use that.

But we can expect to be copied on this...

SomeRhino had done it and was going to do it with his mod but he's moved on. He had a nice tutorial out also if you want to learn more about it

Nice timeline Chronojam

Other then that, Reborn still won't be out anytime soon (If it does come out) while RenAlert will be patched up and be way beyond you guys :/

Are you one of those 12-year olds from the RenAlert forums?

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [SuperFlyingEngi](#) on Tue, 15 Nov 2005 23:57:27 GMT  
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As far as the stuff in w3d goes, that is really cool, Renardin.

And ACK, once again you are entirely incorrect. But, of course, as is the pattern of the ideologue, I'll never be able to convince you of that. So just leave the thread once your argument runs out like you always do.

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Coolrock](#) on Wed, 16 Nov 2005 02:56:46 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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SuperFlyingEngi wrote on Tue, 15 November 2005 18:46Coolrock wrote on Tue, 15 November 2005 07:17Quote:As far as we know, no other mod or maps made by the public use that.

But we can expect to be copied on this...

SomeRhino had done it and was going to do it with his mod but he's moved on. He had a nice tutorial out also if you want to learn more about it

Nice timeline Chronojam

Other then that, Reborn still won't be out anytime soon (If it does come out) while RenAlert will be patched up and be way beyond you guys :/

Are you one of those 12-year olds from the RenAlert forums?

Are you a moron?

No, I'm 16 thank you very much and I'm a beta tester

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Jecht](#) on Wed, 16 Nov 2005 03:09:35 GMT  
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He questioned your age because your lack of maturity was showing. Might want to cover that up.

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [icedog90](#) on Wed, 16 Nov 2005 06:24:26 GMT  
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I'm 16. What a big difference.

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Spice](#) on Wed, 16 Nov 2005 07:22:05 GMT  
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icedog90 wrote on Wed, 16 November 2005 01:24I'm 16. What a big difference.

If you never told me your age, I would have guessed you were at least eighteen.

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Jecht](#) on Wed, 16 Nov 2005 12:20:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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icedog90 wrote on Wed, 16 November 2005 00:24I'm 16. What a big difference.

You conduct yourself better.

---

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [htmlgod](#) on Wed, 16 Nov 2005 16:45:31 GMT  
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I wonder if Aircraftkiller will ever be able to accept that Reborn has produced superior graphical quality on the w3d engine than he can produce on the same scale for BF2 [note that I wouldn't say on the BF2 engine, since he's yet to get anything in-game], or in high-definition renders with 3DSM, or even that he ever produced in his many years working with W3D.

Bottom line is, Reborn, when released, will probably have far better graphics than Renalert produced for Renegade or even in most of their 3D Studio Max Renders for RA:APB productions. I guess, Aircraftkiller, that your whole approach of 'I'm not gonna put detail on this replica of a poorly-made early 90's design if it wasn't put there by the original creator' hasn't really paid off. But even if Reborn had far inferior graphics, they still show more relative and appealing progress than Aircraftkiller's never-ending acid trip which is so undeservingly called a "modification" for a game to which they've made no apparent modifications - only random 'artistic' creations about as relevant to BF2 as a street painter's work is to a museum's fine art collection, as they are yet to implement ANYTHING. In any case, lets review the two mods' updates over the last 3 months, for an analysis of productivity and artistic merit:

Reborn's updates over the last 3 months:

1. The implementation of lightmaps - a beautiful innovation which greatly improves the overall graphical quality of W3D Renders
2. New GDI Helipad - artistic, realistic, and accurate model and texture
3. New GDI Barracks - artistic, realistic, and accurate model and texture
4. New GDI Base walls - artistic, practical, and accurate model and texture
5. New Nod Advanced Powerplant - artistic, realistic, and accurate model and texture
6. New Nod Weapons Factory - artistic, realistic, and accurate model and texture
7. New wall paper and assorted PT icons - innovative and good-looking model and texture
8. New GDI Power Plant - artistic, realistic, and accurate model and texture

[Note, when I say Realstic, I refer to the model proportions and general physical attributes, and I mean realistic with reference to the theme, the fictional Tiberian Sun universe in this case. If Reborn's productions were realistic with reference to the real world today, it would not be much of a TS mod.]

RenAlert: APB's 'Updates' over the last 3 Months

1. "Inactive" - an excuse for why Aircraftkiller hasn't gotten anything done lately
2. Allied wallpaper - a fairly well-made wallpaper, which is of no real significance to the release of the mod, and which Aircraftkiller, reaching a new level of unprofessional and dishonorable action,

- tries to make money off of by linking to [aircraftkiller.deviantart.com/store](http://aircraftkiller.deviantart.com/store) in his original post
3. Staff update: consultant - Renalert announces that they've hired someone who will give advice on APB's creations.... if they ever make any
  4. "Status update" - Aircraftkiller announces that there is no news, but that there will be soon. Can't wait.
  5. Soviet Yak - A well-modeled, aesthetically pleasing, and realistic recreation of the Soviet Yak as it appears in Red Alert. It's very nice, but it's not much of a step towards the completion of RA:APB, especially not for being the only artistic creation relevant to the release of the mod in about 3 months.
  6. "Life Update: Engagement" - Aircraftkiller announces to the world that he's getting engaged. We're still trying to figure out how this ties into "Modification Updates," the forum section where it was posted. In any case, Aircraftkiller makes more excuses for the fact that he's not getting a whole lot done.
  7. Graphic Update - Official Logo: It's pretty, and it certainly fits the Red Alert theme and logo design trends, but, uh, did you really need to spend that much time making the logo for the mod, if you're so far from release, and have so many artistic creations for the playable mod to be left?

Basically, my point is this: Although I have much respect for Aircraftkiller and his artistic ability, as well as for his productions for the W3D engine, it seems like RA:APB is dead in the water. Aircraftkiller says that he has little free time - a condition which is perhaps beyond his control, and indeed unfortunate for RA:APB, but should someone with no free time really be the executive producer for a total conversion modification? And, to make matters worse, Aircraftkiller wastes many of the few free hours that he does have available to spend on RA:APB posting in forums to aggravate the never-ending RenAlert-Reborn conflict, creating artistic productions which are pretty but of no significance to the release of his modification, and announcing to his many fans that he has nothing to announce.

Reborn was once a very poorly-made mod. We'll never forget that first release; the collisionless Refinery on that one map, driving vehicles around inside of buildings, the MCT that was a sound-sync board, and the high-resolution textures which were often largely devoid of realistic detail, etc. However, Reborn has come a long way, and they're on the verge of a new release whose quality will far surpass that of their prior release, and probably that of any modification yet released for Renegade. Yes, it's true that they're yet to release, but can we really doubt that they will, given their day-to-day productivity and progress towards completion? It's time to let go, Aircraftkiller. They've won this round. Your childish posts on this forum, I read them and your words seem hopelessly reminiscent of childhood bouts, with your accusations shown frivolous and silly, and your ultimate assault no more meaningful than a playground chant of "nya na nya na nya nya!"

I mean, seriously. First you accuse Exdeath of posting renders which are not in fact W3D Renders. To make matters worse, you instruct Reborn to "Get work in-game" - a piece of advice which would be infinitely more fitting if given to you rather than Reborn. Then, when they show that the renders were definitely W3D, you say that Exdeath took advantage of his hardware to make the W3D Renders; you accuse him of "sight-of-hand" to somehow fool people into thinking that Reborn had better graphics than they do in fact have. And now, when all your arguments about the renders and graphical quality have been broken down, and it's apparent that Reborn's innovation in the W3D engine far surpasses your own, and that their artistic quality is far superior to your productions for Renegade, in the countless hours you spent modifying Renegade since

the day it was released, you're seemingly saying, 'Well, even if you do have better quality than I ever thought to imagine possible for W3D, you've still only got it for one building!! Hahaha, outwitted again!' Grow up, Aircraftkiller. Let it go!

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Coolrock](#) on Wed, 16 Nov 2005 19:18:09 GMT  
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Red Alert: A Path Beyond

Renegade Alert

2 different things ^\_~

As far as Red Alert: A Path Beyond goes, things are being worked on slowly. Is it wrong for Aircraftkiller to live his life? You think he made that excuse because "The team" hasn't gotten anything done lately?

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Sniper\\_De7](#) on Wed, 16 Nov 2005 21:41:51 GMT  
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is it any more wrong for them to live theirs?

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [FynexFox](#) on Wed, 16 Nov 2005 22:00:09 GMT  
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I am baffled as to why AircraftKiller cannot be proven wrong, or accept something that Reborn does. I am curious to know, does AircraftKiller have a chemical disbalance in his brain, that makes him self-centered and incapable of being proven wrong - or does he just enjoy being an ass?

Reborn - I think this is superb, your building and character-not to mention weapon textures are surley better than renalert's. This lighting is cool, I just hope everyone's card can handle it. Keep it up.

---

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [ben5015se](#) on Wed, 16 Nov 2005 22:03:50 GMT  
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FynexFox wrote on Wed, 16 November 2005 17:00I am baffled as to why AircraftKiller cannot be

proven wrong, or accept something that Reborn does. I am curious to know, does AircraftKiller have a chemical disbalance in his brain, that makes him self-centered and incapable of being proven wrong - or does he just enjoy being an ass?

Reborn - I think this is superb, your building and character-not to mention weapon textures are surley better than renalert's. This lighting is cool, I just hope everyone's card can handle it. Keep it up.

i think ack has brain damage

but yea nice job on the buildings^\_^

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Mighty BOB!](#) on Wed, 16 Nov 2005 22:07:25 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller wrote on Mon, 14 November 2005 15:23  
We know what we do unlike you here... That's real literary genius folks. Top notch novel material. What's next on your comeback list... An excerpt from Engrish.com?

It's his third language jerk.

"You know you've won an argument when people can't prove what they say, but choose to go for the personal attacks and ad-hominem without any supporting evidence." - Ack

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [rm5248](#) on Wed, 16 Nov 2005 22:33:29 GMT  
[View Forum Message](#) <> [Reply to Message](#)

FynexFox wrote on Wed, 16 November 2005 16:00I am baffled as to why AircraftKiller cannot be proven wrong, or accept something that Reborn does. I am curious to know, does AircraftKiller have a chemical disbalance in his brain, that makes him self-centered and incapable of being proven wrong - or does he just enjoy being an ass?

Man, I had a gigantinc argument with ACK a few months ago about how it was not a fact that Reborn sucks. I tried to make him think that it was an opinion, but he kept on not believing me. Apparently he didn't want to be proven wrong.

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Coolrock](#) on Wed, 16 Nov 2005 22:46:44 GMT  
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But Reborn does suck

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [ben5015se](#) on Wed, 16 Nov 2005 22:54:34 GMT  
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---

Coolrock wrote on Wed, 16 November 2005 17:46But Reborn does suck

do you have a logical reason to back up your opinion?

---

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Coolrock](#) on Wed, 16 Nov 2005 23:15:15 GMT  
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Renardin

As I said before, it's a fact

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Renardin6](#) on Wed, 16 Nov 2005 23:18:28 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Coolrock wrote on Wed, 16 November 2005 17:15Renardin

As I said before, it's a fact

As bob mentioned it:

"You know you've won an argument when people can't prove what they say, but choose to go for the personal attacks and ad-hominem without any supporting evidence." - Ack

No more to say about the thing that just posted above and name himself 'cool rock'(The name explains all.) ... ha ha.

---

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [SuperFlyingEngi](#) on Wed, 16 Nov 2005 23:18:37 GMT  
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CoolrockRenardin

What Coolrock meant to say is that he's an idiot.

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Coolrock](#) on Wed, 16 Nov 2005 23:29:54 GMT  
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You're both idiots. I have my reasons but I'll keep them to myself.

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [PaRaDoX](#) on Wed, 16 Nov 2005 23:36:27 GMT  
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Coolrock wrote on Wed, 16 November 2005 17:46But Reborn does suck  
have you played it? at all? even seen ingame action? or anything? becuse what i can tell from the  
screenshots its going to be a dam nice looking mod with all the lightmaps and what not

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Sniper\\_De7](#) on Wed, 16 Nov 2005 23:37:23 GMT  
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you've never even played it..

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Jecht](#) on Wed, 16 Nov 2005 23:38:18 GMT  
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Coolrock wrote on Wed, 16 November 2005 17:29You're both idiots. I have my reasons but I'll  
keep them to myself.

You got nothin. [/badgrammar]

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Renardin6](#) on Thu, 17 Nov 2005 00:03:11 GMT  
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I know why he thinks 'reborn sucks'...

He only saw that:

[http://www.cnc-source.com/?page=review&r\\_sect=view\\_revie  
w&id=4&p=1&cat\\_id=2&site=default](http://www.cnc-source.com/?page=review&r_sect=view_revie<br/>w&id=4&p=1&cat_id=2&site=default)

Welcome in 2002... Lmao. Note that I (yes me Renardin!) never worked on that.

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [PaRaDoX](#) on Thu, 17 Nov 2005 00:03:33 GMT  
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lol i not saying i have but being freinds with the Darkangel and sloth i get to see stuff before it comes out and all i have to say is..... this is going to be the best looking mod but i cannot say about the gameplay becuse it is not up to me and i think the dezer staff have it all planed out so this is going to be the best LOOKING mod for renegade

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Aircraftkiller](#) on Thu, 17 Nov 2005 00:12:45 GMT  
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Quote:I wonder if Aircraftkiller will ever be able to accept that Reborn has produced superior graphical quality on the w3d engine than he can produce on the same scale for BF2 [note that I wouldn't say on the BF2 engine, since he's yet to get anything in-game], or in high-definition renders with 3DSM, or even that he ever produced in his many years working with W3D.

As of yet you're one of the few people I've seen that have the opinion that Reborn has "superior" graphics. Assuming it to be a fact, that doesn't explain a few things:

Reborn isn't released yet and is about a year and a half overdue.

Reborn has yet to show much real progress in the engine, which was already basically mastered by my team long ago, with a focus on gameplay over graphical capabilities like faked lightmaps.

Furthermore, I don't refer to Retardin when I talk about having things in-game. I don't say "Retardin has yet to get something in-game" and I would ask your forgiveness if I have, for I know he's not capable of doing it without a team - unfortunately for him they're as moronic as he is; with few exceptions. So tacking the time my team is taking (Which is only a year, surprisingly close to how long it took to get work in-game with the Renegade Alert project) to get work into the engine solely on myself is not only unfair, but also misleading and nothing more than untrue.

Now if I had spent the time getting buildings (Notice they have nothing else but a single building yet. Why is this? No terrain?) lightmapped or texture baked, it wouldn't look much different from what's shown there, especially if I had a high end graphics card in order to show off things in a way that most people never see them. I'd like to see that screenshot again without any sort of texture filtering besides what the engine has, and without anti-aliasing. Of course that would make it look horrible, now wouldn't it?

Quote:Bottom line is, Reborn, when released, will probably have far better graphics than Renalert produced for Renegade

Be that as it may, I'd rather have what we've got right now: A functional release with patches being worked on over a few pictures that nobody can play with.

Quote:I guess, Aircraftkiller, that your whole approach of 'I'm not gonna put detail on this replica of

a poorly-made early 90's design if it wasn't put there by the original creator' hasn't really paid off.

In your opinion, perhaps. Then again, your opinion is what gets companies like Electronic Arts to destroy games and make them unlike what they were intended to be. All in the name of artistic liberty, right?

Quote:But even if Reborn had far inferior graphics, they still show more relative and appealing progress

What progress... Two years of nothing but pictures? Even then, who are you to speak on this matter? Your Star Wars project hasn't gone anywhere, I haven't seen any releases of it and it's not going to even work right in the engine due to the way VTOL physics are defined for anything that flies. So, again, what's your point? You're in the same boat that my BF2 team is, right now, and you've still failed to produce anything for a game that's three years old and has almost no players left. Kudos to you, my good sir, I still continue to find amusement in how Reborn follows your pathetic lead.

Quote:than Aircraftkiller's never-ending acid trip which is so undeservingly called a "modification" for a game to which they've made no apparent modifications - only random 'artistic' creations about as relevant to BF2 as a street painter's work is to a museum's fine art collection, as they are yet to implement ANYTHING.

Now it's my team, and not just me? Keep your story straight when you argue, it's a good way to make a point without contradicting yourself.

Quote:1. "Inactive" - an excuse for why Aircraftkiller hasn't gotten anything done lately

Being inactive because I have a girlfriend and moved to a new state is an excuse? I suppose it is, actually. It's a rather good excuse, actually; a reason for being unable to work on something in the capacity that I desire to. I wasn't aware that I needed to stay in Florida, against the rising cost of living, just to satisfy your own wants. That is selfish and moreover stupidity at its finest. When you get a job and have to support someone who depends on you to take care of them, and furthermore actually live in the world without your parents, give me a call you stupid kid.

Quote: it seems like RA:APB is dead in the water.

That's how I work. When Renegade Alert was first started, it took a year to get everything ready for the engine we were working with. After that was streamlined and ready we got further updates done and over with. However it doesn't help when my computer is in another room, unable to be set up at the moment.

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Renardin6](#) on Thu, 17 Nov 2005 00:22:10 GMT  
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Htmlgod is damn right. You can't admit when you are wrong. Thanks for showing his point.

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Chronojam](#) on Thu, 17 Nov 2005 00:23:14 GMT  
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PaRaDoX wrote on Wed, 16 November 2005 18:36Coolrock wrote on Wed, 16 November 2005 17:46But Reborn does suck  
have you played it? at all? even seen ingame action? or anything? becuse what i can tell from the screenshots its going to be a dam nice looking mod with all the lightmaps and what not

From what I've seen of the "old Reborn" and the "New Reborn", a number of brand new bugs I've never even known to have existed in the engine beforehand have now been formed. It's incredible.

It might be nice looking, but something people have to stop saying is "omg accurate 2 tha movies!" and "WOW SO ACCURATE" to things that are blatantly, well, not accurate at all. Not even due to what might be considered "nitpicking," there's some really obvious problems that keep slipping through. I sometimes wonder how much pre-production review Reborn's objects go through before being called final. It's so much easier to fix things before they're "done," but Reborn knows this because it's a major excuse that things that actually need fixing don't get redone or modified.

Reborn historically has a problem with "the numbers." Two vs one vs three, two versus four, etc. I leave you with a closing thought:

I remember when years ago, SK made one of our infantry have a cape and fly around like Superman. Up until that point, no other mods had such a thing. I feel we will be copied =O Just like with those lightmaps that nobody knew about and discussed on Renforums back in December 2002. I mean, "What lightmaps?"

Edit: Remote linking to images keke

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Aircraftkiller](#) on Thu, 17 Nov 2005 00:24:01 GMT  
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Remember kids, when someone says "You can't admit that you're wrong", you should simply admit that you're wrong so you don't get a snappy comeback like that!

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Renardin6](#) on Thu, 17 Nov 2005 00:26:34 GMT

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Oh my god...

---

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Aircraftkiller](#) on Thu, 17 Nov 2005 00:30:30 GMT

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I know, you are that stupid. It's okay to be unintelligent, just so long as you don't pretend you're anything but!

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Venom Pawz](#) on Thu, 17 Nov 2005 01:09:32 GMT

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This thread is complete hell.

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [PaRaDoX](#) on Thu, 17 Nov 2005 02:10:35 GMT

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he is right though new ver new bugs i mean its all new and there will be new bugs simple as that and they will have to come up with a creative way to fix them i mean how many conversion mods are out for renegade lets see here..... i think 2 or 3 i mean thats pitiful and they were all crap (ex renalert i loved it) and yes the old reborn sucked but why are you still bitching i mean "new ver new bugs" and as the reborn staff have stated alot that the old team is no more and with that as i said "have you played it? at all?" i dont think anyone can say it sucks on how the OLD reborn played i mean comeon give it up ya i think the Reborn team should have made a new name i mean after the failure of the OLD Reborn they should of killed the name. and i think if you still want to go "OMGREBORNSUXYOUFALLTHOUGHTHOUGHTHEFLOORANDTHEGFXSUX" you can thats your opinon i am excited about this mods relese and ack i mean how many conversion mods for renegade acutaly IMPLAMENTED the light maps into game play?

---

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Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Chronojam](#) on Thu, 17 Nov 2005 02:18:38 GMT

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---

Holy shit that was painful to read, Paradox =/

I mean, the new Reborn has introduced bugs I never knew existed on the engine. Like, "Holy shit, how did that fuck up?"

---

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Coolrock](#) on Thu, 17 Nov 2005 02:41:31 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Wow, this topic went far.

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Jecht](#) on Thu, 17 Nov 2005 02:45:44 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Chronojam wrote on Wed, 16 November 2005 18:18Holy shit that was painful to read, Paradox =/

I mean, the new Reborn has introduced bugs I never knew existed on the engine. Like, "Holy shit, how did that fuck up?"

Yea PaRaDoX, please use somewhat coherent grammar. It hurts to read what you post girl. This isn't an insult, more of constructive criticism.

---

Subject: Re: CNC Reborn Update: Lightmaps  
Posted by [Venom Pawz](#) on Thu, 17 Nov 2005 03:19:30 GMT  
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Paradox is a girl, just so you know

---

Subject: Re: Long replies o\_O  
Posted by [Jecht](#) on Thu, 17 Nov 2005 04:32:05 GMT  
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edited.

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Subject: Re: Long replies o\_O  
Posted by [rm5248](#) on Fri, 18 Nov 2005 00:29:07 GMT  
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Quote: and you've still failed to produce anything for a game that's three years old and has almost no players left.

...

So, tell me again, why the fuck are you still here on a forum for a game that's three years old and has no players left, when you could be doing bigger and better things on something else that is like "OMG LOOK SWEET GRAPIKS!!!!" ?

---

Subject: Re: Long replies o\_O  
Posted by [Jecht](#) on Fri, 18 Nov 2005 02:44:09 GMT  
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---

because he still likes the community. It's not the game that keeps him here. At least that's my assumption.

---

Subject: Re: Long replies o\_O  
Posted by [Aircraftkiller](#) on Fri, 18 Nov 2005 14:37:06 GMT  
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Gbull is correct in his assumption.

---

Subject: Re: Long replies o\_O  
Posted by [htmlgod](#) on Fri, 18 Nov 2005 15:45:30 GMT  
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---

If Aircraftkiller was here for the community, he wouldn't ceaselessly flame every mod production in existence. Lots of people are here for the community; lots of people hang out in community IRC channels to chat about Renegade, and play Renegade on occasion, and voice a meaningful opinion on the various mod productions for the game. Aircraftkiller does none of these. Aircraftkiller cares about this community as a boy killing ants with a magnifying glass cares about the ants.

---

Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Fri, 18 Nov 2005 20:53:13 GMT  
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That reminds me something for ack:

This has been seen in the world's number 1 pc magazine.  
For a hopeless mod like you think, it's a bit amazing...

---

Subject: Re: Long replies o\_O  
Posted by [Hydra](#) on Sat, 19 Nov 2005 00:24:01 GMT  
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Aircraftkiller wrote on Fri, 18 November 2005 09:37Gbull is correct in his assumption. I think that's the first time I've seen you say Gbull is right about something.

---

---

Subject: Re: Long replies o\_O  
Posted by [Jecht](#) on Sat, 19 Nov 2005 02:13:14 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Yea, I'm surprised too.

---

Subject: Re: Long replies o\_O  
Posted by [Aircraftkiller](#) on Sun, 20 Nov 2005 01:45:32 GMT  
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Quote:If Aircraftkiller was here for the community, he wouldn't ceaselessly flame every mod production in existence. Lots of people are here for the community; lots of people hang out in community IRC channels to chat about Renegade, and play Renegade on occasion, and voice a meaningful opinion on the various mod productions for the game. Aircraftkiller does none of these. Aircraftkiller cares about this community as a boy killing ants with a magnifying glass cares about the ants.

There is more to a community than modifications... Of course, you're a self-centered kind of guy and wouldn't really understand that.

---

Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Sun, 20 Nov 2005 13:12:10 GMT  
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"I know, you are that stupid. It's okay to be unintelligent, just so long as you don't pretend you're anything but!"

- hilarious -

---

Subject: Re: Long replies o\_O  
Posted by [Aircraftkiller](#) on Sun, 20 Nov 2005 14:30:53 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It's good to laugh at yourself, Retardin!

---

Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Sun, 20 Nov 2005 17:36:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Tu es le parfait exemple de ce qu'on appelle communément en français un paumé. Tu fais

---

pitié. Et tu es ridicule avec tes petites insultes de gosse immature. Compte pas sur moi pour me lancer dans ce jeu idiot avec toi, il m'est impossible de regresser à ton niveau. Désolé.

---

---

Subject: Re: Long replies o\_O  
Posted by [Jecht](#) on Sun, 20 Nov 2005 18:22:20 GMT  
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---

English is better.

Essentially he said ACK was an immature kid, and that he won't continue to talk in this thread.

---

---

Subject: Re: Long replies o\_O  
Posted by [Aircraftkiller](#) on Sun, 20 Nov 2005 20:51:44 GMT  
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I don't read French, so it doesn't really matter to me. This is an English forum and I'm not really impressed that you're unable to grasp simple concepts in the language.

---

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Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Tue, 22 Nov 2005 22:34:13 GMT  
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---

gbull wrote on Sun, 20 November 2005 12:22English is better.

Essentially he said ACK was an immature kid, and that he won't continue to talk in this thread.

It was more like saying that I can't reverse the evolution to be at the same level as this monkey.

---

---

Subject: Re: Long replies o\_O  
Posted by [Jecht](#) on Tue, 22 Nov 2005 23:46:40 GMT  
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Damn internet translators.

---

---

Subject: Re: Long replies o\_O  
Posted by [Jokah](#) on Wed, 23 Nov 2005 17:58:10 GMT  
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---

I am baffled why a single opinion about Renardin from Coolrock, that if one person is disliked, the whole mod sucks?

---

k?

---

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Subject: Re: Long replies o\_O  
Posted by [Aircraftkiller](#) on Wed, 23 Nov 2005 18:28:42 GMT  
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He's kind of right. Renardin has the attitude and intelligence of the majority of your "team". That alone makes Reborn suck, without having to factor in the problems it's caused for fair minded people these past three years.

---

---

Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Thu, 24 Nov 2005 11:04:45 GMT  
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---

Intelligence you say...

I am a complete idiot you say, let's see:

That is why I did 6 years of mathematics program and latin at college. Then I did one year in Mathematics to prepare the exams for the univeristy as Engineer in economics(I help you there: I am an Engineer!). After 5 years of studies at the IAG management school in Louvain-la-Neuve (one of the best european university) I got hired before the end of my studies as Financial Analyst by the first company in the world for financial securities and settlement. I learnt a lot trough my studies and enough to know you are far below me when we speak about intelligence. I also manage to speak your language as 2 other (dutch and french and I am learning italian now) even if I do some mistakes which is normal as it's not my mother tongue. Along with my work for the mod, I manage to do my job as Financial Analyst, I am working on a second thesis to get another diploma (a Master).

Now tell me more about you? Working for McDonald hey dickhead?

Petit con va

---

---

Subject: Re: Long replies o\_O  
Posted by [m1a1\\_abrams](#) on Thu, 24 Nov 2005 15:20:25 GMT  
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Renardin6 wrote on Thu, 24 November 2005 06:04  
Now tell me more about you? Working for McDonald hey dickhead?

LOL. I wish you would both give it a rest but it has to be said, that was pretty funny.

---

---

Subject: Re: Long replies o\_O  
Posted by [Aircraftkiller](#) on Thu, 24 Nov 2005 15:44:48 GMT  
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---

Quote: Intelligence you say...

I am a complete idiot you say

Yeah, I did say that. Are you trying to be an African Grey parrot now?

Quote: That is why I did 6 years of mathematics program and latin at college. Then I did one year in Mathematics to prepare the exams for the univeristy as Engineer in economics(I help you there: I am an Engineer!). After 5 years of studies at the IAG management school in Louvain-la-Neuve (one of the best european university) I got hired before the end of my studies as Financial Analyst by the first company in the world for financial securities and settlement.

That's wonderful and all, it really is. However I'm not impressed for a couple of reasons:

1. Your ability to communicate with, and manage, a simple Internet modification is basically an exercise in incompetence. If you can't manage people that are easily in contact with you, then it doesn't say much for your schooling in either mathematics (Which is a major component of 2D artwork in many cases, another reason why your work is below par in the double bogey range) or business management.
2. Anyone can claim to have done anything on the Internet. I'm not going to believe someone like you since you have a very large reputation for being a liar who doesn't keep his word. Even if I did believe you, it doesn't change what I think about you: You're still an idiot. Lots of people just like you go to college and end up thinking you know something about the world, when it's the exact opposite that's really occuring.

Quote: I learnt a lot trough my studies and enough to know you are far below me when we speak about intelligence. I also manage to speak your language as 2 other (dutch and french and I am learning italian now) even if I do some mistakes which is normal as it's not my mother tongue. Along with my work for the mod, I manage to do my job as Financial Analyst, I am working on a second thesis to get another diploma (a Master).

And your proof of this is what? Because I don't understand an archaic language that your government protects from its ultimate demise, something useless to my life when the international language of business is English? As a financial planner, I would think you would be fluent in English, not operating at the level of a seven year old in elementary school's second grade.

---

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Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Thu, 24 Nov 2005 20:14:52 GMT  
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---

Aircraftkiller wrote on Thu, 24 November 2005 09:44Quote: Intelligence you say...

I am a complete idiot you say

Yeah, I did say that. Are you trying to be an African Grey parrot now? -> No comment dickhead. That's lame.

Quote: That is why I did 6 years of mathematics program and latin at college. Then I did one year in Mathematics to prepare the exams for the university as Engineer in economics (I help you there: I am an Engineer!). After 5 years of studies at the IAG management school in Louvain-la-Neuve (one of the best European university) I got hired before the end of my studies as Financial Analyst by the first company in the world for financial securities and settlement.

That's wonderful and all, it really is. However I'm not impressed for a couple of reasons:

1. Your ability to communicate with, and manage, a simple Internet modification is basically an exercise in incompetence. (-> by seeing how you managed to have a so 'played and famous' mod with 30 people max playing randomly, this comment has no value at all and is the funny stuff here. You must like to be seen as an idiot, it's obvious.) If you can't manage people that are easily in contact with you, then it doesn't say much for your schooling in either mathematics (Which is a major component of 2D artwork in many cases (I don't need mathematics to draw. And my work with texture is far above what you can do. And about mathematics, I own you bad anyway.)), another reason why your work is below par in the double bogey range) or business management. -> I am working with people that are paid for their job. You can't compare a mod with a real life job. That doesn't imply the same responsibilities. But wait a minute, your mod and the internet are your life, just count your posts on all forums of the net, you spend your life on internet forums... Sorry I forgot that. About your work man, please, do you really consider yourself as an artist or something like that... You are over-retarded.

2. Anyone can claim to have done anything on the Internet. I'm not going to believe someone like you since you have a very large reputation for being a liar who doesn't keep his word. Even if I did believe you, it doesn't change what I think about you: You're still an idiot. Lots of people just like you go to college and end up thinking you know something about the world, when it's the exact opposite that's really occurring. -> And being a farmer spamming stupid concepts on the internet with no education or real knowledge at all is far superior. And I don't care if you don't believe me. And about lies, I give you the award. You talk about something you never tried (new reborn by new reborn team)... ha ha ha (sarcasm)

Quote: I learnt a lot through my studies and enough to know you are far below me when we speak about intelligence. I also manage to speak your language as 2 other (dutch and french and I am learning Italian now) even if I do some mistakes which is normal as it's not my mother tongue. Along with my work for the mod, I manage to do my job as Financial Analyst, I am working on a second thesis to get another diploma (a Master).

And your proof of this is what? Because I don't understand an archaic language that your government protects from its ultimate demise (-> low ack intelligence is speaking, watch everybody. You do know that most of English words are from French, don't you? Dumbass with no education as I said. I remember you saying that Germany is a communist country... LMAO farmer, you spend too much time with your tomato trees...), something useless to my life when the international language of business is English? As a financial planner, I would think you would be fluent in English (-> I am fluent, I call banks around the world without any problems. I know a lot about financial vocabulary.), not operating at the level of a seven year old in elementary school's

second grade. (->The first bank in the world for securities and settlement hired me because I speak like a kid and because I understand every fucking word you could ever use. It's normal if you don't speak something else than english, how could you do? You are just too dumb.)

Some stuff about my use of the english, I know enough to communicate with you:

Shut up monkey, go back in your tree!

Everytime you talk about me or Reborn, it's complete bullshit.  
And what I tell you is the truth.

You are pathetic. (-> it's from french language by the way.)

Anyway, with your super consideration for french, I will let you know something that will make of you, we can still hope it happens, somebody less ignorant.(omg french word again...)

Quote:If you have never studied Latin or Greek, the contents of this site can provide information that will repair this serious weakness in your command of English. If you were to learn fewer than three hundred selected Latin and Greek word elements (prefixes, roots, and suffixes), you would gain a new knowledge and understanding of thousands of English words, both common and not so common, derived from these two classical languages.

The basic importance of Latin in English can hardly be exaggerated. It is safe to say that more than half the words we use in our daily talk come to us from or through Latin, and the spelling of these words and their accurate use is immeasurably helped by the knowledge of their origins.

For hundreds of years after the fall of the Roman Empire, Latin was used throughout Europe as the language of education and knowledge. European scholars wrote their works in it and educated men corresponded in Latin with other educated men of their own or different nationalities. As late as the end of Queen Elizabeth's reign, Francis Bacon wrote his scientific works in Latin, although he was considered to be one of the most accurate and precise writers of English that the English language had ever produced. In fact, the writing of works in Latin in order to secure an international audience continued up into the eighteenth century.

The fact that Latin was the language of the educated accounts for the fact that practically any term we use connected with knowledge or any of the arts, or with religion or education, is of Latin origin. The terse primitive words in English that refer to the home, the family, or the farm are mostly from the Anglo-Saxon, but even here there is an important Latin influence.

We must remember that the Romans were in Britain for nearly 400 years and left a strong impression on the local speech, so that the Anglo-Saxons, when they arrived, picked up and incorporated a great many Latin words into their own language.

Not only did Latin come into English directly and through the medium of Anglo-Saxon, but it came in a copious stream through French. When William the Conqueror defeated the English at Senlac, in 1066, and established a Norman aristocracy in England; French became the language of the court and the landed proprietors and of the upper classes in general, and French is itself a

language of almost pure Latin origin. (<http://www.wordexplorations.com/>)

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Subject: Re: Long replies o\_O

Posted by [icedog90](#) on Thu, 24 Nov 2005 20:51:03 GMT

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GOM MY INTELEGANCE IS MOR BETTAR THEN U

Renardin6 wrote on Thu, 24 November 2005 12:14 And your proof of this is what? Because I don't understand an archaic language that your government protects from its ultimate demise (-> low ack intelligence is speaking, watch everybody. You do know that most of english words are from French, don't you? Dumbass with no education as I said. I remember you saying that Germany is a communist country...LMAO farmer, you spend to much time with your tomato trees...),

Sorry, but I had to bump in. I cannot comprehend how stupid the reply above is. What does knowing that some of our words came from French have to do with what he said? I think you just totally ran out of replies there and had to throw in something completely retarded. And Germany ONCE had communists, which is probably what he was referring to.

---

---

Subject: Re: Long replies o\_O

Posted by [Renardin6](#) on Thu, 24 Nov 2005 21:18:13 GMT

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---

I help there then, what I am trying to say icedog90:

Archaic language = critic of french.

A lof english words are from french -> He does critic the origin of its own language. Logical and not idiot at all.

And about Germany and communists: He said it and never said it like you. He didn't say 'once'.

---

---

Subject: Re: Long replies o\_O

Posted by [sloth4urluv](#) on Thu, 24 Nov 2005 21:25:32 GMT

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---

east germany was communist (russia was pretty much forcing them too. If I were to ever call germany something I call it fascist not communist...

---

---

Subject: Re: Long replies o\_O

Posted by [icedog90](#) on Thu, 24 Nov 2005 21:28:10 GMT

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Yeah, I know that east Germany was occupied by communists. I learned about it in my German class...

Renardin: I just saw that the reply was pretty unnecessary. You could of written it a little bit more logical.

---

---

Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Thu, 24 Nov 2005 21:34:39 GMT  
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Yeah, you are right. It's more easy to speak about finance I must admit.

And about German, is it hard to learn? I am always interested in new languages.

---

---

Subject: Re: Long replies o\_O  
Posted by [sloth4urluv](#) on Thu, 24 Nov 2005 21:39:21 GMT  
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you should learn to speak ack I heard its really easy to flame.

---

---

Subject: Re: Long replies o\_O  
Posted by [icedog90](#) on Thu, 24 Nov 2005 21:39:59 GMT  
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---

I thought you knew it, since I saw you write German in the German Reborn forums once. I think it's pretty easy. English also came from German, so since you know English, German shouldn't be very hard to learn.

---

---

Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Thu, 24 Nov 2005 21:53:49 GMT  
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Yeah, I know some stuff but I don't speak it at all. If I wrote something in German, then I was helped by Laeubi, Kalle Bowo or Darkomen. But once I get better with italian, I will look into it. Gracie mille!

---

---

Subject: Re: Long replies o\_O

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Posted by [Aircraftkiller](#) on Fri, 25 Nov 2005 01:59:00 GMT

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Quote:(-> by seeing how you managed to have a so 'played and famous' mod with 30 people max playing randomly, this comment has no value at all and is the funny stuff here. You must like to be seen as an idiot, it's obvious.)

That's really amusing, considering well over six to eight months after our last release... We still have people playing. Your last release, if any, has... Nobody! Poke fun at the success of others when you're actually successful. RA had over 200 players when the first patch set came out and consecutively held many more for a long time after that. Reborn hasn't, and thus you're still failures.

Quote:(I don't need mathematics to draw. And my work with texture is far above what you can do. And about mathematics, I own you bad anyway.)

I'm sure you're better with math than I am. I despise all forms of it beyond geometry.

Quote:-> I am working with people that are paid for their job. You can't compare a mod with a real life job. That doesn't imply the same responsibilities. But wait a minute, your mod and the internet are your life, just count your posts on all forums of the net, you spend your life on internet forums... Sorry I forgot that. About your work man, please, do you really consider yourself as an artist or something like that... You are over-retarded.

Congratulations on having a job, you jackass! Would you like a prize for accomplishing what the majority of all first world citizens have been doing since the start of the last century? I never once compared a modification to a job, I compared your management education to your ability to manage your own project. If this were a business transaction, I wouldn't bother finishing it with someone who's so uneducated in the language of business.

Quote:-> And being a farmer spamming stupid concepts on the internet with no education or real knowledge at all is far superior. And I don't care if you don't believe me. And about lies, I give you the award. You talk about something you never tried (new reborn by new reborn team)... ha ha ha(sarcasm)

...When did I say I was a farmer? I live in Indiana, and I'm surrounded by farmland; but that, by no means, makes me a farmer any more than you surrounding yourself with colleges and degrees makes you intelligent.

I never said I tried the next build of Reborn. I tried the last one, which you're responsible for. I have only commented on your incompetence and what you've shown. God you're stupid.

Quote:(-> low ack intelligence is speaking, watch everybody. You do know that most of english words are from French, don't you? Dumbass with no education as I said. I remember you saying that Germany is a communist country...LMAO farmer, you spend to much time with your tomato trees...)

Since you're pretty clueless about English, take a read you fool. I said Germany was a socialist nation, which isn't much different from being a communist nation. France is pretty close to being

there as well. One of the major ways that socialism takes hold is by mass ignorance in the targeted nation. If everyone in the general area of France and Germany is like you, I'm sure it won't take much longer to create total dependence upon government over there.

Oh, and a tomato comes from a simple plant, not a tree.

---

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Subject: Re: Long replies o\_O  
Posted by [icedog90](#) on Fri, 25 Nov 2005 07:07:31 GMT  
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<http://www.cahe.nmsu.edu/ces/yard/1998/032398.html>

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Subject: Re: Long replies o\_O  
Posted by [Aircraftkiller](#) on Fri, 25 Nov 2005 07:22:51 GMT  
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Again, a tomato comes from a plant, not a tree.

---

---

Subject: Re: Long replies o\_O  
Posted by [icedog90](#) on Fri, 25 Nov 2005 07:51:15 GMT  
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I was actually curious enough to look it up.

---

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Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Fri, 25 Nov 2005 10:33:33 GMT  
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Aircraftkiller wrote on Thu, 24 November 2005 19:59Quote:(-> by seeing how you managed to have a so 'played and famous' mod with 30 people max playing randomly, this comment has no value at all and is the funny stuff here. You must like to be seen as an idiot, it's obvious.)

That's really amusing, considering well over six to eight months after our last release... We still have people playing. Your last release, if any, has... Nobody! Poke fun at the success of others when you're actually successful. RA had over 200 players when the first patch set came out and consecutively held many more for a long time after that. Reborn hasn't, and thus you're still failures.

(I didn't work on first Reborn, FACE IT PUNK. I never saw 200 player online for Renalert. NEVER.)

Quote:(I don't need mathematics to draw. And my work with texture is far above what you can do. And about mathematics, I own you bad anyway.)

I'm sure you're better with math than I am. I despise all forms of it beyond geometry. (Then don't comment on that, I don't care idiot.)

Quote:-> I am working with people that are paid for their job. You can't compare a mod with a real life job. That doesn't imply the same responsibilities. But wait a minute, your mod and the internet are your life, just count your posts on all forums of the net, you spend your life on internet forums... Sorry I forgot that. About your work man, please, do you really consider yourself as an artist or something like that... You are over-retarded.

Congratulations on having a job, you jackass! Would you like a prize for accomplishing what the majority of all first world citizens have been doing since the start of the last century? I never once compared a modification to a job, I compared your management education to your ability to manage your own project. If this were a business transaction, I wouldn't bother finishing it with someone who's so uneducated in the language of business.

(Omg, you suck. Think man, try to think! LMAO)

Quote:-> And being a farmer spamming stupid concepts on the internet with no education or real knowledge at all is far superior. And I don't care if you don't believe me. And about lies, I give you the award. You talk about something you never tried (new reborn by new reborn team)... ha ha ha(sarcasm)

...When did I say I was a farmer? I live in Indiana, and I'm surrounded by farmland; but that, by no means, makes me a farmer any more than you surrounding yourself with colleges and degrees makes you intelligent.

I never said I tried the next build of Reborn. I tried the last one, which you're responsible for.(-> How many times do I have to tell you: I wasn't involved in the reborn you tried. NOT INVOLVED AT ALL, OK PUNK? READ! IF YOU CAN. It's a fact little retard!) I have only commented on your incompetence and what you've shown. God you're stupid.(-> God, you are full of bullshit, not a single of your argument has value. You are plain of lies. Only lies... Do you know that?)

Quote:(-> low ack intelligence is speaking, watch everybody. You do know that most of english words are from French, don't you? Dumbass with no education as I said. I remember you saying that Germany is a communist country...LMAO farmer, you spend to much time with your tomato trees...)

Since you're pretty clueless about English, take a read you fool. I said Germany was a socialist nation, which isn't much different from being a communist nation. France is pretty close to being there as well.(here we go again...lol PS (socialist) in france is a mess and are nowhere.) One of the major ways that socialism takes hold is by mass ignorance in the targeted nation. If everyone in the general area of France and Germany is like you, I'm sure it won't take much longer to create total dependence upon government over there.(-> what the hell...lol I can't believe what I read.) Oh, and a tomato comes from a simple plant, not a tree.(read skies above journal(your internet report of your stupid life), I think I saw something about tomato tree... I never said I think tomatoes come from a tree. I just mocked you a bit lol)

It still doesn't save you ack. You are still full of lies, full of bullshit. I can revert all your 'fake/lie arguments'. Too bad for you.

You suck dude, deeply.

---

---

Subject: Re: Long replies o\_O  
Posted by [warranto](#) on Fri, 25 Nov 2005 22:55:20 GMT  
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---

Sorry, I can't help myself Aircraftkiller, but...

Aircraftkiller, most of your lies are not true!

---

---

Subject: Re: Long replies o\_O  
Posted by [ben5015se](#) on Sat, 26 Nov 2005 02:20:01 GMT  
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---

warranto wrote on Fri, 25 November 2005 17:55 Sorry, I can't help myself Aircraftkiller, but...

Aircraftkiller, most of your lies are not true!

isnt a lie not true in the first place?

---

---

Subject: Re: Long replies o\_O  
Posted by [warranto](#) on Sat, 26 Nov 2005 02:35:52 GMT  
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---

heh, it's a reference to something that occurred a while ago.

But you're right.

---

---

Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Sat, 26 Nov 2005 09:09:53 GMT  
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---

that's very old...  
How about "ack is an idiot"

I like that link:

[http://www.cncden.com/ren\\_ackmaps.shtml](http://www.cncden.com/ren_ackmaps.shtml) notice the short name.  
it's even called "- ACK Ren Maps"

---

Remember it's ack, not ak.

ock? ckthanx

---

Subject: Re: Long replies o\_O  
Posted by [Aircraftkiller](#) on Sat, 26 Nov 2005 23:23:18 GMT  
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Quote:(I didn't work on first Reborn, FACE IT PUNK.) (-> How many times do I have to tell you: I wasn't involved in the reborn you tried. NOT INVOLVED AT ALL, OK PUNK? READ! IF YOU CAN. It's a fact little retard!)

It doesn't matter if you worked on the "first" Reborn, or if you didn't. It's the same team with the same name, and you're responsible for its failures just as the rest of your team is.

Quote: I think I saw something about tomato tree... I never said I think tomatoes come from a tree. | LMAO farmer, you spend to much time with your tomato trees...)

---

Subject: Re: Long replies o\_O  
Posted by [Jecht](#) on Sun, 27 Nov 2005 04:05:06 GMT  
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It's obviously not the same team if he wasn't on the previous Reborn.

---

Subject: Re: Long replies o\_O  
Posted by [Aircraftkiller](#) on Mon, 28 Nov 2005 01:50:44 GMT  
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That's irrelevant. It's like saying a new CEO of Microsoft is not responsible for what Bill Gates did in his term.

---

Subject: Re: Long replies o\_O  
Posted by [Jecht](#) on Mon, 28 Nov 2005 02:55:40 GMT  
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fine ACK, then enlighten us on how Renardin could have prevented the mishaps of "Rebron"

\*Note\* no typos.

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Subject: Re: Long replies o\_O  
Posted by [Aircraftkiller](#) on Mon, 28 Nov 2005 15:50:35 GMT  
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How could the new CEO prevent any mishaps by Bill Gates? He can't, but that doesn't change the fact that he's responsible for the failures of the company just as he is for the successes.

---

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Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Mon, 28 Nov 2005 22:53:33 GMT  
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So I will try follow your concept:

Old reborn team fails. We all agree.

New Reborn team starts a new mod in april 2004 (omg, not yet 2 year of development)

New Reborn is a failure and I am responsible so...

Do you know it's not out/done yet punk?

It's like saying, omg Pharaos, your pyramid is a failure, it has only 100 blocks yet...

KTHX, ack, do us a favor:

---

---

Subject: Re: Long replies o\_O  
Posted by [warranto](#) on Mon, 28 Nov 2005 22:56:01 GMT  
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---

"Reborn" is the failure.

By taking over the name "Reborn", you keep all the publicity, good and bad, that goes with it.

It may not be fair, but that's business for you.

---

---

Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Mon, 28 Nov 2005 23:15:36 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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warranto wrote on Mon, 28 November 2005 16:56  
It may not be fair, but that's business for you.

What a stupid statement. But so it explains why Renalert still suck. The first release was shitty and so are the future releases... I should tell chronojam then... LMAO  
So italy and germany nazi once, nazi forever... How logical.

Any other idiot to agree with the stupid statement? Come, get out of the closet, show how idiotic you can be...

oh, ack, take the hint down there, more come to ask that:

---

Subject: Re: Long replies o\_O  
Posted by [Dave Mason](#) on Mon, 28 Nov 2005 23:28:45 GMT  
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You act like you have a mental age of 13 Renardin.

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Subject: Re: Long replies o\_O  
Posted by [Aircraftkiller](#) on Tue, 29 Nov 2005 14:08:34 GMT  
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Quote:So I will try follow your concept:

Old reborn team fails. We all agree.  
New Reborn team starts a new mod in april 2004 (omg, not yet 2 year of development)  
New Reborn is a failure and I am responsible so...

Do you know it's not out/done yet punk?

It's like saying, omg Pharao, your pyramid is a failure, it has only 100 blocks yet...

The difference between the ancient Egyptians and your "team" is that they knew how to work together to accomplish something, and they accomplished a massive feat in a relatively short amount of time. If your team was building a pyramid, compared to them, you wouldn't even have 30 blocks assembled by now... It's taken you well over a year, getting on two now, to even get to the point where you're at - getting some models in-game after a huge waiting period.

So yes, Reborn is a failure; you are responsible for it.

---

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Subject: Re: Long replies o\_O  
Posted by [warranto](#) on Tue, 29 Nov 2005 14:34:52 GMT  
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Renardin6 wrote on Mon, 28 November 2005 16:15warranto wrote on Mon, 28 November 2005 16:56

It may not be fair, but that's business for you.

So italy and germany nazi once, nazi forever... How logical.

Err.. you do realize that the Nazi party is no longer in power, correct?

It's the NAME that you adopted, so it's the reputation of the NAME that you inherit.

If Germany decided to reform the Nazi party with a "new look", then YES, your statement would hold true. The party would adopt the past acts of the "old, meaner" Nazi party. Despite trying to claim they have nothing to do with them.

THat's not to say they couldn't redeem themselves (the same hols true with Reborn), it just wont happen without a lot of hard work and real results being produced, and not simply campain promises (or, in Reborn's case, a playable game rather than screen shots)

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Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Tue, 29 Nov 2005 14:37:48 GMT  
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then could you please as many other shut it and wait for a release? Thank you.

---

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Subject: Re: Long replies o\_O  
Posted by [Aircraftkiller](#) on Tue, 29 Nov 2005 14:39:50 GMT  
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No, not until your work stops being shit and you finally release something. One decent looking Obelisk of Light does not count toward the "work not being shit" since almost everything BUT that looks like you spent a few minutes of work on them.

---

Subject: Re: Long replies o\_O  
Posted by [Jecht](#) on Tue, 29 Nov 2005 14:56:56 GMT  
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If you think about it, there is a compliment in his ridicule.

---

Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Tue, 29 Nov 2005 19:43:02 GMT  
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---

I can't see it unfortunately. I can't see the posts of ack.

---

Subject: Re: Long replies o\_O  
Posted by [Jecht](#) on Tue, 29 Nov 2005 22:57:47 GMT  
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"ACK" One decent looking Obelisk of Light...

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Subject: Re: Long replies o\_O  
Posted by [Renardin6](#) on Thu, 01 Dec 2005 01:03:56 GMT  
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I promise I won't ever lose a minute again in my life to post an answer to that moron.

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Subject: Re: Long replies o\_O  
Posted by [Aircraftkiller](#) on Thu, 01 Dec 2005 15:37:05 GMT  
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We all know how many times you've said that before...

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