
Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Sun, 15 Dec 2002 08:28:00 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1477018410><http://www.n00bstories.com/image.fetch.php?id=1515029268><http://www.n00bstories.com/image.fetch.php?id=1982772596><http://www.n00bstories.com/image.fetch.php?id=1851230525><http://www.n00bstories.com/image.fetch.php?id=1492901582><http://www.n00bstories.com/image.fetch.php?id=1517026497>These are the latest additions to C&C Archipelago, which will feature Hovercrafts (Thanks a LOT to ApacheRSG on that part, BTW) and many other things that Bumpaneer helped me to work on (Yay! I now know how to use WDUMP properly).The realistic water now has realistic waves () and realistic foam () that Bumpaneer helped me a LOT to figure out (New tutorial will be written by me very soon, BTW).Oh, and gotta love those SAM Sites It's kinda funny to see the enemy falling like **** when it's hit, and then say "Whoa, those kill in one shot!" Well, back to work, I still have pretty much to do with this. BTW, you can check out more about this map on CnC Ammo and even find some more screenshots about it, give it a look.Well, time for a break, I'll be back with more screenshots soon *Rushes before everyone comes in*

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Sun, 15 Dec 2002 08:45:00 GMT

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Nice allgusto

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Sun, 15 Dec 2002 08:51:00 GMT

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quote:Originally posted by Laser2150: Nice allgusto

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Sun, 15 Dec 2002 09:00:00 GMT

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WOW!! THATS GREAT!!

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Sun, 15 Dec 2002 09:19:00 GMT

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a totally awesome map from a totally awesome map maker.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 09:41:00 GMT
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today i made up my mind. i asked my self what am i gonna do with all these weapon models i made. so then i decided i should make a weapon Pack release.i made all these models with the lowest poly count possiable for a smooth gaming experiances.this Weapon Pack includels the following Weapons.AK-47, Bazooka, Famas, HK MP5K, M4, PSG1, Steyer AUG and UMP5.you can find them at Dante's ModX [December 15, 2002, 09:43: Message edited by: Havoc 89]

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 10:38:00 GMT
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yeah good map can't wait till HC's are implemented and heh "Whoa, those kill in one shot" lol i think you were quoting me eh

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 10:40:00 GMT
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nice been waiting some new gun looks

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 13:10:00 GMT
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where are they i don't see them under models or textures-skins>?Ah ok ty [December 15, 2002, 13:43: Message edited by: forsaken]

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 13:26:00 GMT
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Check under Models> Weapons there in there

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 14:03:00 GMT
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Go dre.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 14:12:00 GMT
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its cool... trust me

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 14:12:00 GMT
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Sure it is... If he ever releases it; which he won't.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 14:23:00 GMT
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nice!!!

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 14:26:00 GMT
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Come on ACK atleast admit its nice... lol I think its tight Andre gj regardless if its released

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 14:29:00 GMT
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Looks nice, I like the sky quote:Originally posted by aircraftkiller2001:Sure it is... If he ever releases it; which he won't.If he dosen't release it at least post the gmax files, and other stuff so people can work on it

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 14:30:00 GMT
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quote:Originally posted by Godhates:Come on ACK atleast admit its nice... lol I think its tight Andre gj regardless if its released It isn't nice. The texturing makes no sense. Desert mountains do not border water in that fashion. The entire map is based around the Westwood type of water... And that's all it is. The rest of the map is horrible and very reminiscent of AllGusto quality... Which is quantity that never gets released.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 14:43:00 GMT
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What about a Giant Oasis... lol and water is water... I dunno bout u but I dont like water green or blue or orange... (unless its Kool-Aid heh)

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 14:45:00 GMT
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Yawn, Ack are you done boring us? its seems your the only who is making a big deal about textures. Also, Does Tiberium make since? does C&C make sense at all??!! (Besides generals... which also doesn't make a lot of sense.) im sorry for correcting the almighty map maker who uses Grass and Magic White Rock hills... which doesn't make sense.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 14:47:00 GMT
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can we use it like the Mp5 conversion?

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 15:46:00 GMT
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dont assume, boy.just realize that maybe i havent released a map, means I stand for quality and will not release anything i dont think represents my vision perfectly.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 16:34:00 GMT
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I have yet to witness this myself... no screenshots? no layout? no map name... Im starting to believe this is "imagined"

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 16:36:00 GMT
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beleive what is imagined?

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 16:42:00 GMT
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This "Map" that you were implying...

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 16:47:00 GMT
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I did not imply anything specific. sp let us please stop spamming.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 18:08:00 GMT
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Havoc 89, mind if I put that on RenRealm?

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 18:51:00 GMT
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Someone should make a mod the takes these weapons and puts them in game.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 18:57:00 GMT
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yeah uh.... thats the mod im heading and he made those guns for....

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Sun, 15 Dec 2002 19:32:00 GMT
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no no i dont mind. post them up where ever you like.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Mon, 16 Dec 2002 00:13:00 GMT
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thx.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Mon, 16 Dec 2002 08:58:00 GMT
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What mod are they for?

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Mon, 16 Dec 2002 11:37:00 GMT
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how the heck did i get three stars?

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Mon, 16 Dec 2002 13:18:00 GMT
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quote:Originally posted by DeafWasp:no no no, as ACK's lucky, I will back him up.Ah ha I knew there was an offical ACK brown noser.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Mon, 16 Dec 2002 13:20:00 GMT
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quote:Originally posted by Slicer238: quote:Originally posted by DeafWasp:no no no, as ACK's lucky, I will back him up.Ah ha I knew there was an offical ACK brown noser.The guy attempts to do things for the community, at the least.What do you do? Sit here and be a forum troll? You're really news-worthy...

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Mon, 16 Dec 2002 17:10:00 GMT
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So ACK you have a "lucky" ? I didnt think you were in need of "help" to back you up?...

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Mon, 16 Dec 2002 17:42:00 GMT

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quote:Originally posted by Godhates:So ACK you have a "lacky" ? I didnt think you were in need of "help" to back you up?...Who says I need help?In any argument I'm involved in on these boards, there's at least six or eight of you to one of me... Kind of makes me wonder why you guys keep trying, you've never won and never will.

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Mon, 16 Dec 2002 18:00:00 GMT

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lol Im not on any side I just think Deafwasp is overrating your abilites to an extent to where he thinks hes a lackey now...

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Mon, 16 Dec 2002 18:04:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Slicer238:
quote:Originally posted by DeafWasp:no no no, as ACK's lacky, I will back him up.Ah ha I knew there was an offical ACK brown noser.The guy attempts to do things for the community, at the least.What do you do? Sit here and be a forum troll? You're really news-worthy... And all you do is b1tch and act like a pre Modana its not my fault I have more full fullign activities then sit on a computer for hours on end and finish up someone elses work. That like having your food chewed up when your old and have no teeth.

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Mon, 16 Dec 2002 18:04:00 GMT

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Jeese will you guys just stop it? This map is coming out, I will make sure of it, I just completed work on the hovercrafts.

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Mon, 16 Dec 2002 18:16:00 GMT

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*waits for ack*u know, all hes going to do is flame people who disagree with whatever he says, "all hail ack, and have our guts blown across the room"... and fourm trolls are just as smart as normal trolls...

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Mon, 16 Dec 2002 18:52:00 GMT

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Frankly I don't care if you owned WW your a peice of internet trash alright lookign for glory online. Now if you would make money and get a good profit some how I would not even question your judgement or whatever but since this is not your company and other peopel make maps what you say and what you want people to beleive is two very different matters. SO get a real job and be a billionare and I will shut up until then I will pretty much voice my opinion just like you. Oh anyone got a can a def a ganizer I use mine up during a game today and ACK needs another spray, so if any of you have a can to spare then please let me borrow it. And I will not be present for synde reply because I'm going to sleep. So until tommorow O round one, I bid you farewell. [December 16, 2002, 19:35: Message edited by: Slicer238]

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Mon, 16 Dec 2002 20:26:00 GMT

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quote:Originally posted by Slicer238:Frankly I don't care if you owned WW your a peice of internet trash alright lookign for glory online. Now if you would make money and get a good profit some how I would not even question your judgement or whatever but since this is not your company and other peopel make maps what you say and what you want people to beleive is two very different matters. SO get a real job and be a billionare and I will shut up until then I will pretty much voice my opinion just like you. Oh anyone got a can a def a ganizer I use mine up during a game today and ACK needs another spray, so if any of you have a can to spare then please let me borrow it. And I will not be present for synde reply because I'm going to sleep. So until tommorow O round one, I bid you farewell.I'd read what you wrote, but the sheer idiocy eminating from it is giving me a headache. Please learn to communicate in a fashion that doesn't give people headaches... Like eliminate your run-on sentences.

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Tue, 17 Dec 2002 00:22:00 GMT

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Not a mod, new models.Hope thier pics, can't download em at school EDIT: Oops, never read the whole topic [December 16, 2002, 12:24: Message edited by: Kirovy1234]

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Tue, 17 Dec 2002 00:30:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Godhates:Come on ACK atleast admit its nice... lol I think its tight Andre gj regardless if its released It isn't nice. The texturing makes no sense. Desert mountains do not border water in that fashion. The entire map

is based around the Westwood type of water... And that's all it is. The rest of the map is horrible and very reminiscent of AllGusto quality... Which is quantity that never gets released. You're the only one that thinks it sucks. I think that tells you something.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Tue, 17 Dec 2002 00:45:00 GMT
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no no no, as ACK's lucky, I will back him up.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Tue, 17 Dec 2002 00:50:00 GMT
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quote:Originally posted by Kirovy1234: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by Godhates:Come on ACK atleast admit its nice... lol I think its tight
Andre gj regardless if its released It isn't nice. The texturing makes no sense. Desert
mountains do not border water in that fashion. The entire map is based around the Westwood
type of water... And that's all it is. The rest of the map is horrible and very reminiscent of AllGusto
quality... Which is quantity that never gets released. You're the only one that thinks it sucks. I think
that tells you something. Yeah, it does. It tells me that the rest of the people here who back him
and his "I don't release anything, I'm just an attention ***** who steals and lies!" background are
fools and cannot see a map for what it is.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Tue, 17 Dec 2002 09:20:00 GMT
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great models but is the UMP5 meant to be a UMP45 or is it something else that I don't know about?
it looks like the .45

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Tue, 17 Dec 2002 13:01:00 GMT
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no its a UMP5 not a 45

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Tue, 17 Dec 2002 14:12:00 GMT
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Here is A HEADLIENR FOR YOU NOT YOUR COMPANY STFU YOU HAVE NO SAY.

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Tue, 17 Dec 2002 15:34:00 GMT

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quote:Originally posted by Slicer238:Here is A HEADLIENR FOR YOU NOT YOUR COMPANY STFU YOU HAVE NO SAY.Run-on sentence again... Mindless drivell from someone who cannot make a coherent thought.

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Tue, 17 Dec 2002 18:23:00 GMT

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why didnt you include the skins?

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Wed, 18 Dec 2002 08:27:00 GMT

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SLICE CHILL! What ever Ack says is True.. Or that what he Wants to Think.. god you two need to stop..

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Wed, 18 Dec 2002 09:13:00 GMT

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quote:you've never won and never will. But neither party in an argument can define who wins, unless one side concedes defeat. The "contest" is judged by those observing, not those taking part.

Subject: C&C Archipelago Preview!

Posted by [Anonymous](#) on Wed, 18 Dec 2002 14:58:00 GMT

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i dont have any skins. i just downloaded a side image of a gun then used warp UVW to fit the texture to the model. that was only one gun. thats the MP5K

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Wed, 18 Dec 2002 16:18:00 GMT
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cool

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Wed, 18 Dec 2002 16:35:00 GMT
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heh well said

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Wed, 18 Dec 2002 18:32:00 GMT
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I wasnt serious that im his "lucky"....I only take his opinion serious when he has one because he knows the most about what he does. Anybody else here get e-mails from WS officials on a regular basis?I dont think ACK's maps are "dah bomb" I think ACK can and is still improving his skills with every map he makes. And currently no one makes better maps, and I doubt anyone will beat him.And I have more skills than all of you noobs put together, the only reason I havent "officialy" released a map is because "practice makes perfect". [December 18, 2002, 18:33: Message edited by: DeafWasp]

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Wed, 18 Dec 2002 18:35:00 GMT
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a lot of your sigs are ghey and prove your n00bism further.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Wed, 18 Dec 2002 18:36:00 GMT
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quote:Originally posted by Havoc 89:i dont have any skins. i just downloaded a side image of a gun then used warp UVW to fit the texture to the model. that was only one gun. thats the MP5Kthats what i do but i make it into a kism well sorda.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Wed, 18 Dec 2002 18:41:00 GMT

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quote:Originally posted by DeafWasp:a lot of your sigs are ghey and prove your n00bism further.is that why you removed yours?

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Wed, 18 Dec 2002 18:58:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Slicer238:Here is A HEADLIENR FOR YOU NOT YOUR COMPANY STFU YOU HAVE NO SAY.Run-on sentence again... Mindless drivell from someone who cannot make a coherent thought.So not putting a little dot makes it all nonsense eh? HMmm, thats new to me.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Thu, 19 Dec 2002 12:15:00 GMT
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quote:Anybody else here get e-mails from WS officials on a regular basis? Yes. Thanks for asking.

Subject: C&C Archipelago Preview!
Posted by [Anonymous](#) on Thu, 19 Dec 2002 12:46:00 GMT
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Will anyone take the advice of the phrase about ignoring people and they leave you alone?? or is this a lost cause in a place without a single fully functional brain cell... I pity the stupid sometimes... when im depressed...
