

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Mon, 16 Dec 2002 11:29:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ok... i saw the guard towers on CnC\_Glacier\_flying and was wondering how i go about adding them to my map. I was testing it with some friends of mine and we discovered that a couple of GDI Guard Towers would be great. So i was wondering if anybody knew how to make gdi guard towers. I also tried searching but that didn't seem to turn up any extra info on how to do this. [ December 16, 2002, 11:30: Message edited by: nvm6w3 ]

---

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Mon, 16 Dec 2002 13:04:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm the creator of Glacier Flying... Simply put, now that the map is official and the W3D exists inside of C&C\_Glacier\_Flying.mix, that means you're able to use them. Go to Objects > Vehicles > Mounted > GDI\_Guard\_Tower Then click make on the tower and position it accordingly.

---

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Mon, 16 Dec 2002 13:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Your not the Creator, WW made it, but you did everything else, besides make the level.

---

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Mon, 16 Dec 2002 13:54:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Laser2150:Your not the Creator, WW made it, but you did everything else, besides make the level. ... um...ACK did create the Gaurd Towers... And did at least 50% of the map (textured, put buildings down, ect.)

---

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Mon, 16 Dec 2002 16:21:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Laser2150:Your not the Creator, WW made it, but you did everything else, besides make the level. Lets see... I textured the map, I aligned everything, added the fun essences to the map, blocked the holes in the ceiling, textured more, realigned all of the buildings, added Repair Facilities, did the VIS almost 20 times in a row...Yeah, I'm not the creator of it, even though I legally own the W3D files and was given total permission by Westwood to do all this. You're right, I'm a fraud.

---

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Mon, 16 Dec 2002 17:00:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

lol, good one

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Mon, 16 Dec 2002 18:54:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by aircraftkiller2001: quote:Originally posted by Laser2150:Your not the Creator, WW made it, but you did everything else, besides make the level. Lets see... I textured the map, I aligned everything, added the fun essences to the map, blocked the holes in the ceiling, textured more, realigned all of the buildings, added Repair Facilities, did the VIS almost 20 times in a row...Yeah, I'm not the creator of it, even though I legally own the W3D files and was given total permission by Westwood to do all this. You're right, I'm a fraud. I'm guessing you still need to include the M00\_Base\_Defense script?

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Mon, 16 Dec 2002 18:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Well the entire game belongs to WestWood so it really doesn't matter if you created it or not because that map is still comprised of the buildings they designed and all the other things you put in. It is yours by law of map making or whatever but its basically Westwoods.

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Tue, 17 Dec 2002 14:11:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Really Have Westwood take away the game, make it non playable then YOU TELL ME WTF THAT MAP IS GONNA DO. IT IS WESTWOODS WITHOUT THIS GAME ITS NOTHIGN JUST A WASTE SO BLAH AND GET OFF YOUR HIGH HORSE.

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Tue, 17 Dec 2002 14:25:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by aircraftkiller2001:I'm the creator of Glacier Flying... Simply put, now that the map is official and the W3D exists inside of C&C\_Glacier\_Flying.mix, that means you're able to use them.Go to Objects > Vehicles > Mounted > GDI\_Guard\_TowerThen click make on the tower and position it accordingly.ACK, you go and call andre' a thief and yet you claim that you

---

created CnC\_Glacier>Flying.mix!!!It was a WW map. Even at n00bstories.com they say that WW started the map and you finished it. I agree you created the guard towers, but that does not mean that you created the whole map. You can call that map yours just as much as you call your parents house yours, but in reality neither of them are yours. The guard towers are yours and maybe a few other things. But not the whole map.I will not reply any further than this because I don't have time to argue with a kid.

---

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Tue, 17 Dec 2002 14:50:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by K9Trooper: quote:Originally posted by aircraftkiller2001:I'm the creator of Glacier Flying... Simply put, now that the map is official and the W3D exists inside of C&C\_Glacier\_Flying.mix, that means you're able to use them.Go to Objects > Vehicles > Mounted > GDI\_Guard\_TowerThen click make on the tower and position it accordingly.ACK, you go and call andre' a thief and yet you claim that you created CnC\_Glacier>Flying.mix!!!It was a WW map. Even at n00bstories.com they say that WW started the map and you finished it. I agree you created the guard towers, but that does not mean that you created the whole map. You can call that map yours just as much as you call your parents house yours, but in reality neither of them are yours. The guard towers are yours and maybe a few other things. But not the whole map.I will not reply any further than this because I don't have time to argue with a kid.Maybe you don't have the time to argue because you're wrong.In the agreement I made with Westwood, the models were transferred to me. I own them legally. I did more work on the maps than the original creators did.But when this guy needs help, do you want me to sit there and confuse him by saying "I'm not the creator, but I'm the guy who brought you the map, finished it, did all of the hard work and got it into the patch for everyone!", or just simply say that I'm the creator of it, since I actually am? Sheesh, if you didn't know, I'm able to take credit for what I was given... But I still credit the authors in the paragraph long credit in the readme files of those maps.Just remember, if it weren't for me, you wouldn't have any new map in Renegade to play on.Also, one last thing... Unlike AllGusto, I had full permission from the authors and from Westwood to work on this and call it my own. Unlike him, I don't steal. [ December 17, 2002, 14:57: Message edited by: aircraftkiller2001 ]

---

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Tue, 17 Dec 2002 15:03:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

why are you bringing allgusto into this?seems ACK likes turning the fight on someone else.... didn't your momma ever tell you pointing fingers is mean!

---

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Tue, 17 Dec 2002 17:35:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

you embarass yourself. reality = someone else got PAID to model that map.

---

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Tue, 17 Dec 2002 19:13:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Legally, Aircraftkiller has full rights to Glacier, and anything related to Glacier, so please, get your facts straight, and provide a solid argument that you can defend like you would in a full scale argumentative essay.

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Tue, 17 Dec 2002 20:38:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I've studied law. Unless ACK can prove that WW gave him full rights to this map, the map is not his. It is in the hands of WW. Also giving him the rights to do whatever he needed to do in order to get the map done is not a "quit claims" to the map from WW. And he still can't claim to be the creator of the map when it already existed. Finished or not. He did not create this map, he finished it.

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Tue, 17 Dec 2002 20:50:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by K9Trooper:I've studied law. Unless ACK can prove that WW gave him full rights to this map, the map is not his. It is in the hands of WW. Also giving him the rights to do whatever he needed to do in order to get the map done is not a "quit claims" to the map from WW. And he still can't claim to be the creator of the map when it already existed. Finished or not. He did not create this map, he finished it. You're assuming... If you studied law, that's the last thing you should be doing. Since Apache and I already explained it, then you can take the explanation or get over it... As it's a fight you won't win.

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Tue, 17 Dec 2002 20:58:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

No proof, no ownership. You received a map that was already started and named by WW. You didn't create the map, you finished the map. Then you turned it over to WW giving them back ownership. You tell andre' to give credit to where credit is due. Why don't you give credit to WW for creating the map and letting you finish it? You do good work ACK, but you also have to play by the rules and give credit where it's due.

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Tue, 17 Dec 2002 21:07:00 GMT

quote:Originally posted by K9Trooper:No proof, no ownership. You received a map that was already started and named by WW. You didn't create the map, you finished the map. Then you turned it over to WW giving them back ownership. You tell andre' to give credit to where credit is due. Why don't you give credit to WW for creating the map and letting you finish it?You do good work ACK, but you also have to play by the rules and give credit where it's due.Try reading the readmes on the maps that were originally done by them... You'll see a whole paragraph of credits.However, when it comes down to it, I don't have to do that as I legally own the files in question. I didn't give them ownership at all... Just because it is (as in one, not more than one, referring to maps.) in the patch, does not make it theirs.As I stated before... I am the sole owner of all of the unfinished maps. They all belong to me, I am the creators and the original designers would be the concept artists, in this case. If you want to dispute that, you're more than welcome to... But you'd still be wrong, so I don't see why you'd want to.

---

---

**Subject: CnC Guard towers?**

Posted by [Anonymous](#) on Wed, 18 Dec 2002 13:55:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

ACK you can say all you want. But remember WW created the map you claim to have created. You know what I'm talking about. Even if you CLAIM to be the owner of Glacier you are NOT the creator of it. I dare you to try and get money from WW for "your" map. 2 things could happen.1. They laugh at you.2. They will say that the map belongs to WW.Believe me business are good at that one. (I doubt you ever tried to deal with a corporate lawyer). If your the creator of the map try it. That means they owe you money for your time and the final product. Remember every person that has Renegade and plays on WW and most on GS have this map. Thats alot of money. But you know, it will never happen. Because you did not create Glacier. As for getting credit for the map.....SO WHAT!!It still is not YOUR map. WW LET you finish the map. Watch out who you call a thief. Your claim to be "Creator of Glacier Flying... The only fan-made map that has ever made it into a Westwood game in their entire history." is wrong since it was not a fan map, but finished by a fan.

---

---

**Subject: CnC Guard towers?**

Posted by [Anonymous](#) on Thu, 19 Dec 2002 23:49:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by aircraftkiller2001: quote:Originally posted by K9Trooper:No proof, no ownership. You received a map that was already started and named by WW. You didn't create the map, you finished the map. Then you turned it over to WW giving them back ownership. You tell andre' to give credit to where credit is due. Why don't you give credit to WW for creating the map and letting you finish it?You do good work ACK, but you also have to play by the rules and give credit where it's due.Try reading the readmes on the maps that were originally done by them... You'll see a whole paragraph of credits.However, when it comes down to it, I don't have to do that as I legally own the files in question. I didn't give them ownership at all... Just because it is (as in one, not more than one, referring to maps.) in the patch, does not make it theirs.As I stated before... I am the sole owner of all of the unfinished maps. They all belong to me, I am the

creators and the original designers would be the concept artists, in this case. If you want to dispute that, you're more than welcome to... But you'd still be wrong, so I don't see why you'd want to.

---

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Fri, 20 Dec 2002 05:18:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ack never said that he created the map from scratch. Its a known fact that WS gave him several concept/partially-started maps, and transferred him full ownership and rights to them so he could legally work on them. He put a lot of work into them, and even got one included in the patch. You may want to split hairs about the difference between "creator" and "owner", but why bother? He's not trying to fool anyone. Its like he said, its easier to say "Im the creator of Glacier\_Flying, what can I help you with?", instead of "Im the person who legally owns the maps and models given to me, which I completed and transformed into the map you now know as glacier\_flying." All these words are probably confusing to you, so I will simplify: 1. Ack never said he made Glacier from scratch. 2. He LEGALLY owns the map and models. 3. He's not trying to make money from them. 4. By saying he is "the creator", he simply means he is the one who made it what it is today. 5. STFU.

---

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Fri, 20 Dec 2002 06:15:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

hey blazer its got nothing to do with you so shut up and sit down. I will not comment on the issue above. This is between k9 and ack everyone else shut up.

---

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Fri, 20 Dec 2002 07:06:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Blazer: Ack never said that he created the map from scratch. Its a known fact that WS gave him several concept/partially-started maps, and transferred him full ownership and rights to them so he could legally work on them. He put a lot of work into them, and even got one included in the patch. You may want to split hairs about the difference between "creator" and "owner", but why bother? He's not trying to fool anyone. Its like he said, its easier to say "Im the creator of Glacier\_Flying, what can I help you with?", instead of "Im the person who legally owns the maps and models given to me, which I completed and transformed into the map you now know as glacier\_flying." All these words are probably confusing to you, so I will simplify: 1. Ack never said he made Glacier from scratch. 2. He LEGALLY owns the map and models. 3. He's not trying to make money from them. 4. By saying he is "the creator", he simply means he is the one who made it what it is today. 5. STFU. Well, at least someone figured it out. Cowick, it's rather obvious that you're another llama account made by one of the "MadCow" clan members, just for that purpose. You don't disguise yourselves very well.

---

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Fri, 20 Dec 2002 07:27:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Won't someone please mod...?

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Fri, 20 Dec 2002 11:32:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by aircraftkiller2001:[QUOTE]Cowick, it's rather obvious that you're another llama account made by one of the "MadCow" clan members, just for that purpose. You don't disguise yourselves very well. Here Ack so you know the members of the clan. I don't want you to think anyone person is making multiple names. AndrewCowBeernCowCowFeedCowGhostCowickCowRules1CowStreetDropinCowK9CowMidianCowRowdyCowSnipenCowTexCowUCowardCowChickyCowGunerSkateCowSkippyCowCreedCowI'm sure you will see that we all feel pretty much the same way when it comes to people. It's called good judge of character. We have integrity and don't just use it as a buzz word. We admit when we are wrong ( rarely hear many others on these boards do that, too high and mighty I suppose), and we just don't like people that dish crap out for no reason. And your statement that if it weren't for you we wouldn't have any new maps? You sure have an overly inflated view of yourself. There are plenty of maps out there without your name. Tib evolution has some good ones for one example. I do appreciate you making the maps, but you are not the only show in town. [ December 20, 2002, 11:48: Message edited by: AndrewCow ]

---

Subject: CnC Guard towers?

Posted by [Anonymous](#) on Fri, 20 Dec 2002 20:45:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Why do you care if he created it or not? Just..play it, arnt there bigger worries in your lives than to care if ACK "created" the map? Who cares! Go spend your time aruging about politics, or something a bit more creative and important than a map. If you don't like the fact that he says "I'm the creator" Then stop saying "hi" and say "hello". Stop saying "Ren" and say "Renegade". Stop saying "RA" and say "Redalert". It's a bit easier to say "I'm the creator" than "I finished this map, I did most of the work, Westwood's idea but I Legally own it, and I put credits in for everyone involved." Just...care about something else. It's the holidays for christ sake. Care about the poor people, or the dying people, stop caring about if ACK created the map or not, just be thankful you can play it.

---