

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 06:11:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yes! That would be sweet, I wan't to see them.

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 10:09:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

NOOO!!! instead, stop asking such questions. we all know you are almighty by now... (sarcasm!)

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 12:04:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'm just wondering as to if I should or not... It's pretty simple to make them, but the texturing is a different matter. I'm sure you've seen them if you played Bunkers or Mines. Just tell me if I should or not. I'll give out a sample Max file with the crystals and sponge attached... But all I require is that you follow the readme's directions, because I don't take kindly to thieves.

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 12:07:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sure, why the hell not

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 13:28:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

All this topic is for, is for ACK to receive some ass kissing or attention. Thats all its for.

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 13:37:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Kirovy1234:All this topic is for, is for ACK to receive some ass kissing or attention. Thats all its for. I don't need ass kissing or attention, I'm just wondering if people want the real Tiberium crystals with the attached sponges that I made. Who wants crystals when you

---

can have the sponges too, and make the Tiberium fields look more like Tiberian Dawn did? Isn't that the entire point of MP Renegade? But that obviously flew over your head, arrogant one.

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 13:44:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Whatever. Whatever. Whatever. Whatever. Whatever. quote: Need more responses... I don't want to release something that isn't worth my time. Can you kindly without insulting me, tell me what you meant by that then?

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 13:55:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Kirovy1234:Whatever. Whatever. Whatever. Whatever. Whatever. quote: Need more responses... I don't want to release something that isn't worth my time. Can you kindly without insulting me, tell me what you meant by that then? Really, I should reply to you without an insult even though you initiated the insults? You're one strange person, kiddo. If you don't get what I mean, then I'll have to lay it out for you in simple terms. If I release the Tiberium crystals and sponges to the public and only six people want them, why release it at all? I want to see them get used massively, and if that doesn't happen, I'll just keep them and use them for myself like I usually do. It's a waste of time to release something that only a few people would use.

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 14:04:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'll tell you why to release it Say those 6 people are major map makers That means IT was not a waste of time, the decent maps have your models. It only takes a few minutes to release

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 14:12:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by Kirovy1234:I'll tell you why to release it Say those 6 people are major map makers That means IT was not a waste of time, the decent maps have your models. It only takes a few minutes to release The people who've replied so far aren't major map makers.

---

---

Subject: Should I release the realistic Tiberium sponges?

---

Posted by [Anonymous](#) on Mon, 23 Dec 2002 14:13:00 GMT

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

---

---

Subject: Should I release the realistic Tiberium sponges?

Posted by [Anonymous](#) on Mon, 23 Dec 2002 15:07:00 GMT

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

---

quote:Originally posted by aircraftkiller2001: quote:Originally posted by Kirovy1234:I'll tell you why to release itSay those 6 people are major map makersThat meansIT was not a waste of time, the decent maps have your models.It only takes a few minutes to releaseThe people who've replied so far aren't major map makers.Ask a stup!d question get a stup!d answer

---

---

Subject: Should I release the realistic Tiberium sponges?

Posted by [Anonymous](#) on Mon, 23 Dec 2002 15:27:00 GMT

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

---

You got it anyway so why don't you just release it?

---

---

Subject: Should I release the realistic Tiberium sponges?

Posted by [Anonymous](#) on Mon, 23 Dec 2002 16:31:00 GMT

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

---

quote:Originally posted by aircraftkiller2001: quote:Originally posted by Kirovy1234:I'll tell you why to release itSay those 6 people are major map makersThat meansIT was not a waste of time, the decent maps have your models.It only takes a few minutes to releaseThe people who've replied so far aren't major map makers.Ouch, that hurt right here.

---

---

Subject: Should I release the realistic Tiberium sponges?

Posted by [Anonymous](#) on Mon, 23 Dec 2002 19:42:00 GMT

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

---

I don't see why you shouldn't release them. I mean who wouldn't use them in a map.

---

---

Subject: Should I release the realistic Tiberium sponges?

Posted by [Anonymous](#) on Mon, 23 Dec 2002 22:35:00 GMT

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

---

Funny how the only person who can understand your reason for not wanting to release the file is the person you made an enemy of for a bad reason so long ago.He doesn't want to realese the

---

files because he does not feel the ppl that responded have contributed enough Maps or Mods to the community, and does not expect them to make any with the file he can distribut, and wants the ppl who have made good maps for the community to reasponed with a yes, so he can feel assured that the file will be used.Now its spelled out, just without direct insults.

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 22:39:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Hm, I kinda wish i would of realeased maps instead of throwing everyone aside. Some reason i think all the ones i do aren't "good" enough, but i guess its better to realease one then none at all. So i'm going work on a map and realease it when its done either way.

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 22:41:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Good Idea

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 22:55:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by IModx1: Funny how the only person who can understand your reason for not wanting to release the file is the person you made an enemy of for a bad reason so long ago.He doesn't want to realese the files because he does not feel the ppl that responded have contributed enough Maps or Mods to the community, and does not expect them to make any with the file he can distribut, and wants the ppl who have made good maps for the community to reasponed with a yes, so he can feel assured that the file will be used.Now its spelled out, just without direct insults.Finally, someone figures it out.

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Mon, 23 Dec 2002 23:12:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

people people stop fighting!!!!and yes make it!!!! it would be cool.

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Tue, 24 Dec 2002 00:00:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

That's nice, kiddo. Anyone else?

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Tue, 24 Dec 2002 00:07:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Yes you should.

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Tue, 24 Dec 2002 00:10:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by greenhaze2003:Yes you should.Ditto.

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Tue, 24 Dec 2002 00:48:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Need more responses... I don't want to release something that isn't worth my time.

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Tue, 24 Dec 2002 02:54:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Just my 2 cents: I would like to see them released. No, I am not a major map maker, but I am trying to learn how to use the tools to the best of my ability. I search several hours daily just for new and interesting ideas to put forth into the maps that I am working on. Just recently I completed my first map (gmax file only, for some reason win2k pro crashes when i try and texture) I have been doing research and trying new ideas with gmax, 3ds max, rhino, Bryce, Poser, Autocad 2k2, and Maya just to get a feel for which program I prefer using. So far I prefer Maya over 3ds or any other program I have used, but back to the point. The whole debate over not alot of people mapping or modding has been the lack of localized information to work with. Alone in my efforts to gather intel, I have gathered over 6gb of textures, 27gb of usable meshes and models, 1.6gb of tutorials, and a very large headache trying to categorize and place everything into a library on my server. I have respect for Aircraftkiller, Dante, and unnamed others for the work they have done and the time they have put forth into keeping a great game alive. I honestly dont see why not publish them, but then again its a personal preference on if you decide to or not. I would personally like to see them published.

---

---

Subject: Should I release the realistic Tiberium sponges?

---

Posted by [Anonymous](#) on Tue, 24 Dec 2002 15:58:00 GMT

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

---

quote:Originally posted by aircraftkiller2001: quote:Originally posted by Kirovy1234:All this topic is for, is for ACK to receive some ass kissing or attention. Thats all its for.I don't need ass kissing or attention, I'm just wondering if people want the real Tiberium crystals with the attached sponges that I made. Who wants crystals when you can have the sponges too, and make the Tiberium fields look more like Tiberian Dawn did? Isn't that the entire point of MP Renegade?But that obviously flew over your head, arrogant one.Ack...everytime you post you're bound to resieve critisizm. Now for all the times you have posted you have probably had to justify your self to people who dont like you over 500 times. In other words in your possition the people who dont like you are idiots who can't argue...why do you presist on argueing with idiots who can't argue? In my opinion it's a big waste of your time because no matter what you say they won't care or listen unless it's an insult which just wastes more of your time to keep going back and fourth. Further more I can't help but notice you insult other peoples work with out them attacking you first...so in other words, ignore the people who insult your work and stop insulting other people's work and things might be better. I could be wrong just what im looking at here...

---

---

Subject: Should I release the realistic Tiberium sponges?

Posted by [Anonymous](#) on Wed, 25 Dec 2002 00:29:00 GMT

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

---

Yea but notice the people that replied never made a "known" map that is good. And yea i don't have room to talk...My point;)

---

---

Subject: Should I release the realistic Tiberium sponges?

Posted by [Anonymous](#) on Fri, 21 Feb 2003 14:10:00 GMT

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

---

quote:Originally posted by Kirovy1234:All this topic is for, is for ACK to receive some ass kissing or attention. Thats all its for.I agree, we know who the Thief is.

---

---

Subject: Should I release the realistic Tiberium sponges?

Posted by [Anonymous](#) on Fri, 21 Feb 2003 14:51:00 GMT

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

---

Heya CaptKurt1. How goes life with your spoiled little kids?

---

---

Subject: Should I release the realistic Tiberium sponges?

Posted by [Anonymous](#) on Fri, 21 Feb 2003 16:04:00 GMT

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

---

Whats a Tiberian Sponge?

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Fri, 21 Feb 2003 18:24:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I want those more than the prison center! I could make my own but the texturing. Hmmmmmmm...  
I could just extract them from c&c\_basin.

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Fri, 21 Feb 2003 19:11:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Except I already released them on Renegade Realm...

---

---

Subject: Should I release the realistic Tiberium sponges?  
Posted by [Anonymous](#) on Fri, 21 Feb 2003 19:15:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

quote:Originally posted by aircraftkiller2001:Except I already released them on Renegade  
Realm... Bu... now I feel like an idiot.

---