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Subject: what've i missed?

Posted by [Spoony](#) on Fri, 18 Nov 2011 07:31:06 GMT

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been on a uk tour for a couple of weeks, just skimming the mudkips/jarhead thread

few points

- jarhead is a sad excuse for an admin. yes i do know what i'm talking about here and yes i am not exaggerating; he's a cantankerous bully

- mudkips is much worse than jarhead. his comments about jarhead's military service would be disgusting enough even if i wasn't expecting them, which i was. see the Syria thread on the jelly forum; see the sheer contempt he has for the syrian people who keep getting shot and beaten to a pulp by the regime, a regime he enthusiastically praises for doing so

- iran is a deranged compulsive liar with a vendetta he can't drop against someone who never provoked him in the first place

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Subject: Re: what've i missed?

Posted by [GEORGE ZIMMER](#) on Fri, 18 Nov 2011 07:35:03 GMT

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pretty accurate, though Crimson kinda jumped the gun a bit in banning MUDKIPS from here (he didn't even do anything here at first; though of course he started ban evading and shit, which, then it was warranted)

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Subject: Re: what've i missed?

Posted by [Crimson](#) on Fri, 18 Nov 2011 09:24:45 GMT

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It's hard to say I jumped the gun when I was proven right to be proactive in removing him.

Be forewarned, I locked this topic for a reason... don't expect this one to stay open for long.

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Subject: Re: what've i missed?

Posted by [Spoony](#) on Fri, 18 Nov 2011 10:59:06 GMT

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i have spoken my piece.

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Subject: Re: what've i missed?

Posted by [Hitman](#) on Fri, 18 Nov 2011 11:13:53 GMT

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u missed the fact i might be needing u on ren to own some people in a funwar

---

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Fri, 18 Nov 2011 18:21:09 GMT

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at one point Prulez proved Crimson a liar but she removed his proof and claimed he faked the logs

i'm not at all surprised by that move but it saddens me that she's basically our main contact with EA at this point

and now apparently she removed her post after his post, so the topic ends there:

<http://www.renegadeforums.com/index.php?t=msg&th=38731&prevloaded=1&rid=22260&start=75>

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Subject: Re: what've i missed?

Posted by [Vince](#) on Fri, 18 Nov 2011 20:13:06 GMT

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---

then Prulez made a topic asking why his post was removed/modified, which was locked. days after being locked the topic was deleted, hmm.

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Fri, 18 Nov 2011 20:52:36 GMT

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---

it's her forums, she can run them how she wants

same goes for misusing mod commands during n00bparty events so her renegade team can prosper since it can't do so legitimately

and you should be grateful

i would appreciate it if on the banner it said Crimson's Renegade Forums since they are subject to her rules and don't necessarily represent renegade as a whole

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Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Fri, 18 Nov 2011 21:07:55 GMT

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liquidv2 wrote on Fri, 18 November 2011 15:52[same goes for misusing mod commands during n00bparty events so her renegade team can prosper since it can't do so legitimately

Quote:i would appreciate it if on the banner it said Crimson's Renegade Forums since they are subject to her rules and don't necessarily represent renegade as a whole

---

Subject: Re: what've i missed?  
Posted by [R315r4z0r](#) on Fri, 18 Nov 2011 22:30:46 GMT  
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I think ACK is starting to crack under the pressure of the overwhelming stupidity that emanates from the inner workings of this forum. We are going to need a contamination team soon if things continue.

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Fri, 18 Nov 2011 23:14:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

serious business, or common sense?

---

Subject: Re: what've i missed?  
Posted by [Aircraftkiller](#) on Fri, 18 Nov 2011 23:38:00 GMT  
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My point is that it's a forum for a dead game. You're making complaints about a dead game's server moderator and said dead game's forum operations. These complaints would have been relevant years ago, back when this forum had more than 15 posts per day. What difference does it make getting worked up, at all, over this dumb Internet shit? At this point in the game's life, you should be happy that anyone bothers to do anything for it at all. The damn thing was left to rot many moons ago.

I suppose I could always join in on the pointless bitching though.

```
/#OCH OCCUPY CRIMSON'S HOUSE AT N00BPARTY
//MAKE PEOPLE GET MAD OVER RENEGADE
///WATCH THEM STAY MAD YEARS LATER
////UHUHUUHUH
```

Subject: Re: what've i missed?

Posted by [R315r4z0r](#) on Fri, 18 Nov 2011 23:47:17 GMT

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People play it. It isn't dead. If it was dead, no one would be playing it.

It doesn't have as many people as it used to, sure. But there are more than enough people for there to still be full matches.

And as long as you can have one full match at any point in the day then the game isn't dead.

You can only play on one server at a time. You can't be in two places at once. So what difference does it make if there is 1 full server or 30?

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Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Fri, 18 Nov 2011 23:54:31 GMT

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No matter how much you convince yourself otherwise, this game has been dead for the past several years. Its mods are dead, as well. More dead than the game they're based off, even.

It's dead, Jim.

/Having 10 players every so often does not make it "alive"

//Having official support, with a fanbase that isn't retarded constitutes a game that's alive

///Slashies

---

---

Subject: Re: what've i missed?

Posted by [Vince](#) on Sat, 19 Nov 2011 00:17:55 GMT

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---

interesting that you still produce maps for this "dead" game. for once in your life stop being a troll and remove yourself from crimson's fat ass.

---

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Sat, 19 Nov 2011 00:23:38 GMT

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---

i'm not mad nor was i ever mad, i just heard about it and laughed  
some people just do silly things

---

---

Subject: Re: what've i missed?

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Posted by [Aircraftkiller](#) on Sat, 19 Nov 2011 01:45:55 GMT

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liquidv2 wrote on Fri, 18 November 2011 19:23i'm not mad nor was i ever mad

Quote:interesting that you still produce maps for this "dead" game. for once in your life stop being a troll and remove yourself from crimson's fat ass.

Yes, I do. The line of work I'm planning to be in is military simulation and synthetic environment modeling. Renegade's dated visuals help provide a consistent development challenge akin to creating work for real-time simulation development. In other words, STFU.

Also, regarding "Crimson's fat ass", she's one of my best friends online. I've known her since the first beta in 2001. I don't always agree with how her server is run, but I don't post shit-fits about what Jarhead does. Think about that for a bit.

---

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Subject: Re: what've i missed?

Posted by [R315r4z0r](#) on Sat, 19 Nov 2011 02:07:46 GMT

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Aircraftkiller wrote on Fri, 18 November 2011 18:54No matter how much you convince yourself otherwise, this game has been dead for the past several years. Its mods are dead, as well. More dead than the game they're based off, even.

It's dead, Jim.

/Having 10 players every so often does not make it "alive"

//Having official support, with a fanbase that isn't retarded constitutes a game that's alive

///Slashies

I'm not convincing myself otherwise.

Halo 2 on Xbox is a dead game. Renegade is not.

---

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Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Sat, 19 Nov 2011 02:19:41 GMT

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We can agree, at the very least, that Renegade in its current condition is similar to a patient in the hospital with terminal brain illness. It may not be "dead" yet but it might as well be.

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Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Sat, 19 Nov 2011 04:13:13 GMT  
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you can tell me i'm mad all you want, it doesn't change the fact that i'm not  
i wasn't a part of n00bstories or exodus, i'm just stating the obvious  
silly abundance of trees enthusiast!

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Sat, 19 Nov 2011 06:27:32 GMT  
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---

this map sucks  
there's not enough trees

---

Subject: Re: what've i missed?  
Posted by [appshot](#) on Sat, 19 Nov 2011 06:51:43 GMT  
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Airshitkilla your map is awesome! People who criticize it are just stoopid! And thank god you don't allow criticism of your map! i love rollin thru da woods my nigga! so much fun when you crash into a thousand trees before you reach the other base! and then since FPS is so low.. it makes the experience even better! your map is fucking fresh dood keep doin work!

---

Subject: Re: what've i missed?  
Posted by [Aircraftkiller](#) on Sat, 19 Nov 2011 07:19:05 GMT  
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---

lol people discussing photos of others with no photos of their own to critique  
it's almost like being in a basement prevents you from having a face you'd want to post

---

Subject: Re: what've i missed?  
Posted by [GEORGE ZIMMER](#) on Sat, 19 Nov 2011 07:22:23 GMT  
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ACK, I normally respect you and all, but you're not offering much of a counterargument, and acting kind of like what you'd expect someone like me to act like.

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Subject: Re: what've i missed?

Posted by [FlaminGunz](#) on Sat, 19 Nov 2011 07:28:45 GMT

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---

does posting irrelevant pictures with phrases like 'umad' mean the person your directing it at is mad, or are you indeed yourself, mad?

i hope the grammar makes 'umad'.

it doesnt matter how good of friends you are, you clearly have your head so far up that ass its unhealthy, probably for both of you honestly...

and your saying a terminally ill patient 'might as well be dead'. Fuck id hate to be your elderly relatives.....well, relative at all tbh.

and i concur with appshot, the only thing that could possibly make fjord better is more trees. Who the fuck needs fps anyway when you got fucking tress. Trees are the shit, infact why cant you ust get all the standard map and fill them with trees everywhere. itl give rene a new lease on life!

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Subject: Re: what've i missed?

Posted by [liquidv2](#) on Sat, 19 Nov 2011 07:47:44 GMT

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Subject: Re: what've i missed?

Posted by [Caveman](#) on Sat, 19 Nov 2011 08:09:44 GMT

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---

liquidv2 wrote on Sat, 19 November 2011 07:47

Sorry but LMAO!

That is all.

---

---

Subject: Re: what've i missed?

Posted by [Caveman](#) on Sat, 19 Nov 2011 08:15:57 GMT

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---

Also @ Spooky;

To answer your question :-

I don't know how long you were away for so ill run off a few things some of which you may already know.

- 1) TT released a second public beta.
- 2) ACK made yet another version of his self proclaimed Best ren map.
- 3) Xpert destroyed his community that he tried so hard to 'keep alive'
- 4) My offer to host a cw.cc server is still there if you want it.
- 5) Im being sued by the DMCA or so ive been told, Isn't that right Xpert.?

---

Subject: Re: what've i missed?  
Posted by [Goztow](#) on Sat, 19 Nov 2011 15:11:14 GMT  
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Seriously guys, I know this is the heated discussions subforum but still... Removed some of the worst spam, now please keep a tiny bit of decency.

---

Subject: Re: what've i missed?  
Posted by [shaitan](#) on Sat, 19 Nov 2011 15:27:20 GMT  
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Goztow wrote on Sat, 19 November 2011 08:11 Seriously guys, I know this is the heated discussions subforum but still... Removed some of the worst spam, now please keep a tiny bit of decency.  
Assclown.

---

Subject: Re: what've i missed?  
Posted by [z310](#) on Sat, 19 Nov 2011 15:49:05 GMT  
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Goztow wrote on Sat, 19 November 2011 07:11 Censored some of what I don't like, now please keep a tiny bit of decency.

---

Subject: Re: what've i missed?  
Posted by [Aircraftkiller](#) on Sat, 19 Nov 2011 18:33:45 GMT  
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appshot wrote on Sat, 19 November 2011 01:51 Airshitkilla your map is awesome! People who criticize it are just stupid! And thank god you don't allow criticism of your map! i love rollin thru da woods my nigga! so much fun when you crash into a thousand trees before you reach the other base! and then since FPS is so low.. it makes the experience even better! your map is fucking fresh dood keep doin work!

Holy fucking fuck! It's been a while since I've seen anyone really try and step up to me. Let's do this thing.

As stated many times, I actively encourage criticism. What I discourage is "hurr i haet teh map cuz i cant use teh haevoc on Orcas loilll" or anything similar to it. If you can prove your point in a legible manner, I'm quite open to changing gameplay ideas. I've even solicited them, too. But wait, you don't read that stuff, do you? Must be too hard.

;-)

Hey, those woods you speak of? See, the same thing happens in real life. Ever try driving through the woods? You get hung up on shit. Try using the roads, bro. I know that requires "thinking" (How does it work?) and "logic" but hey, you could even ignore logic and take a stroll through the shallow river. There are three easily accessible, non-forested areas for you to travel through with a vehicle. They make it easier for infantry to survive in the open. They're not meant to be vehicle-friendly. Must be too hard to understand.

;-)

I will concede that the framerates are a problem, but only if you're running a system that was built in 2003 to 2005. If you're using a system that old, please explain to me why it's my fault that you feel compelled to play my work and whine about it. I'll gladly read any of your obviously well thought-out responses on the matter!

Liquid: <3

I'm sorry for trollin' you bro. You know I heart you. At least, now you do.

FlaminGunz:

If I call you mad, that means I'm mad? What the fuck, is this third grade's opposite day on Wednesday? "NO YOU'RE MAD BECAUSE IT'S OPPOSITE DAY LOL YOU SAY I'M MAD BUT IT MEANS YOU'RE MAD LOLOL"

I hate to dispel your lovely illusion that my head is planted inside Crimson's rectum, since it's such a tantalizing vision of where I'd love my head to be right now. You know me all too well. Unfortunately, the reality is that Crimson and I disagree on a lot of things, while simultaneously agreeing on others. We're friends. We do that. Do you have friends? Do you have any that you care about enough to stick up for against e-thugs like yourself? Keep thuggin' bro. You're so eloquent.

Also, it would be great if you'd quote what I actually said, instead of what you think I said. I said

"terminal brain illness", not "terminal illness", which is a completely different thing. If you have a terminal brain illness you might as well be in a vegetative state. Or would you prefer to live like Terri Schavio?

Shaitan:

Re: Irony

/#OCH OCCUPY CRIMSON'S HOUSE AT N00BPARTY  
//MAKE PEOPLE GET MAD OVER RENEGADE  
///WATCH THEM STAY MAD YEARS LATER  
////UHUHUUHUH

---

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Subject: Re: what've i missed?  
Posted by [Doitle](#) on Sat, 19 Nov 2011 18:55:58 GMT  
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---

This thread takes me back. It reminds me of the way things used to be years ago. All we need is someone to claim some metal textures look like concrete and we'd have the 2004 Mod Forum.

---

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Sat, 19 Nov 2011 19:24:58 GMT  
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Subject: Re: what've i missed?  
Posted by [appshot](#) on Sat, 19 Nov 2011 21:47:24 GMT  
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not liking the trees or fps being too low is still a valid criticism. look up what criticism means. you actively encourage criticism? HA keep posting ur bullshit. Also, renegade isn't meant to be realistic... i thought you would be smart enough to realize this. nice faulty the map itself isn't even a realistic battle map if its intention was even suppose to be realistic. analogy there. also my laptop isnt from 1980s dood. i bought it a year ago. i dont feel compelled to play it, just sharing my criticism of your map, which you can't accept. i like your diction, though! words like obvious legible and all that bullcrap. have you taken a rhetoric class or something?

anyway here's some advice: take ur giant fat head out of your asshole.

---

---

Subject: Re: what've i missed?

Posted by [GEORGE ZIMMER](#) on Sat, 19 Nov 2011 21:51:12 GMT

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---

ur posts are bad... yea its criticism, u deserve it, look it up. check and mate, game and match.

---

Subject: Re: what've i missed?

Posted by [TankClash](#) on Sat, 19 Nov 2011 23:21:46 GMT

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Quote: All we need is someone to claim some metal textures look like concrete and we'd have the 2004 Mod Forum.

Spoony hasn't missed much

Unrelated but... forests do have trees you know

:Something about a tree falling and making a sound thing here:

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Sun, 20 Nov 2011 00:53:59 GMT

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appshot wrote on Sat, 19 November 2011 16:47not liking the trees or fps being too low is still a valid criticism. look up what criticism means. you actively encourage criticism? HA keep posting ur bullshit. Also, renegade isn't meant to be realistic... i thought you would be smart enough to realize this. nice faulty the map itself isn't even a realistic battle map if its intention was even suppose to be realistic. analogy there. also my laptop isnt from 1980s dood. i bought it a year ago. i dont feel compelled to play it, just sharing my criticism of your map, which you can't accept. i like your diction, though! words like obvious legible and all that bullcrap. have you taken a rhetoric class or something?

anyway here's some advice: take ur giant fat head out of your asshole.

Yes, I actively encourage criticism. As I've stated many times. Hey, even from the original post of Fjords: Quote:It was a pleasure working with everyone, I appreciate all of your bug reports and nitpicking. Your help made this become a reality.

Must be too hard for you to bother substantiating your posts with evidence, though. ;-( Regarding "criticism", you're giving me negative criticism. This is fine, it's the way you choose to express yourself. I am giving your criticism my own negative criticism. This is the way I choose to express myself. If you wish to discuss the merits of the work I've designed, and the problems you feel that it has, I am more than willing to listen to you. I am not interested in doublespeak that attempts to disguise shitty criticism with actual helpful advice, which could be used to improve your gameplay experience and help you stop complaining.

I'm not sure what you're talking about when you mention "not a realistic battle map". It's not meant to be a "realistic battle map", it's meant to be a highly detailed (for Renegade, anyhow) outdoor environment that resembles a Norwegian fjord.

I haven't taken any "rhetoric class" - I am simply a person who reads often and uses words to express what I feel, instead of consistently relying upon catch phrases and simplistic language.

---

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Subject: Re: what've i missed?  
Posted by [BAGUETTE](#) on Sun, 20 Nov 2011 02:10:13 GMT  
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I think what people mean to say is that they are displaying their criticism, yet no actions are being taken on it.

---

---

Subject: Re: what've i missed?  
Posted by [Aircraftkiller](#) on Sun, 20 Nov 2011 02:41:23 GMT  
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I don't respond to "omfgr orc4 suxxxx" nor do I respond to other similarly worded, poorly thought-out complaints. I do respond to people explaining why they think something is wrong and I will listen if I can find a way to reconcile what my vision of gameplay is with what they're requesting, as I've done many times.

<http://www.st0rm.net/forum/showthread.php?17547-Fjords-game-play-explanation>

In reference, check that out.

---

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Subject: Re: what've i missed?  
Posted by [FlaminGunz](#) on Sun, 20 Nov 2011 03:20:41 GMT  
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lol umad bro

---

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Sun, 20 Nov 2011 03:35:23 GMT  
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---

Aircraftkiller wrote on Sat, 19 November 2011 18:53It's not meant to be a "realistic battle map", it's meant to be a highly detailed (for Renegade, anyhow) outdoor environment that resembles a Norwegian fjord.

appshot wrote on Sat, 19 November 2011 00:51 and then since FPS is so low.. it makes the experience even better! your map is fucking fresh dood keep doin work!

Aircraftkiller wrote on Sat, 19 November 2011 18:53 highly detailed

appshot wrote on Sat, 19 November 2011 00:51 FPS is so low..

Toggle Spoiler

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Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Sun, 20 Nov 2011 03:44:19 GMT

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[http://en.wikipedia.org/wiki/Correlation\\_does\\_not\\_imply\\_causation](http://en.wikipedia.org/wiki/Correlation_does_not_imply_causation)

In this case, it's due to several factors: I didn't feel like using Renegade's outdated visibility system. It would have taken up my computer for at least 24 hours. There's some technical aspects to it as well, such as the fact that I didn't combine all of the trees into individual meshes. I kept them as separate objects to cast shadows on dynamic objects. If I make another version of Fjords, it'll have optimized tree geometry along with some other optimizations.

There's more to it than that, though, and I'm not sure what it is. It probably boils down to this being a shitty old engine that doesn't utilize multiple core processors or properly use the GPU/available RAM.

Regardless, the fact that only a handful of people experience "massive framerate losses" is more likely attributable to them having inferior hardware than anything else.

So, in summation:

Quote:FPS is so low..

Quote:Your computer sucks..

---

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Sun, 20 Nov 2011 04:06:33 GMT

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Aircraftkiller wrote on Sat, 19 November 2011 21:44 There's more to it than that, though, and I'm not sure what it is. It probably boils down to this being a shitty old engine that doesn't utilize multiple core processors or properly use the GPU/available RAM.  
it probably boils down to there being way too many fucking trees

---

---

Subject: Re: what've i missed?  
Posted by [FlaminGunz](#) on Sun, 20 Nov 2011 04:19:05 GMT  
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---

its my damn hardware conjuring up all those fucking trees. God damnit, how do i disable 'clusteruck of trees' in my win7 control panel?

---

Subject: Re: what've i missed?  
Posted by [Aircraftkiller](#) on Sun, 20 Nov 2011 06:01:12 GMT  
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---

Repeating "trees" ad nauseum does not make your point for you.. Oh wait, I see what's happening here.

Good one, boys, you got me.

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Sun, 20 Nov 2011 06:41:55 GMT  
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if you make a map and it runs like shit for 90% of renegade you might want to consider changing the map rather than simply telling 90% of renegade to get better computers so they can handle your map  
i'm one of the 10%, and i approve this message

---

Subject: Re: what've i missed?  
Posted by [Aircraftkiller](#) on Sun, 20 Nov 2011 06:48:05 GMT  
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---

Since when do you speak for 90% of the users who play? It's more like a vocal minority of players. I'm not interested in toning down the details I've put into this just so some people stop whining about their old Dell systems from 2003 having problems.

It's 2011, if you can't run a level that was designed using a computer built in 2007 you might want to reconsider PC gaming.

In all fairness, though, I am looking into seeing if the "combined meshes" technique will improve frames. If it isn't the trees causing the problem then I'll have to dig deeper into this.

---

Subject: Re: what've i missed?

---

Posted by [liquidv2](#) on Sun, 20 Nov 2011 06:59:17 GMT

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---

dig deeply enough to uproot most of the trees  
that could fix the problem as well

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Sun, 20 Nov 2011 07:06:40 GMT

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---

I'm not removing the trees  
So posting snarky two-liners isn't going to change anything

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Sun, 20 Nov 2011 07:16:23 GMT

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---

can you move them out of the way and up on the mountains then

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Sun, 20 Nov 2011 07:17:49 GMT

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---

I could move your house up there. We could shell it for extra points.

---

Subject: Re: what've i missed?

Posted by [GEORGE ZIMMER](#) on Sun, 20 Nov 2011 09:44:28 GMT

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---

It's hard as balls to make a decent looking Ren map with any kind of detail without it raping your FPS. The trees look nice, but damn, Ren was not made to handle it.

---

Subject: Re: what've i missed?

Posted by [FlaminGunz](#) on Sun, 20 Nov 2011 10:57:51 GMT

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---

replace the trees with ice flows and call it glacier mkII, different map, same problems...

and i liked the dig deep enough to uproot the trees 2 liner

---

---

Subject: Re: what've i missed?

Posted by [reborn](#) on Sun, 20 Nov 2011 11:54:10 GMT

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Liquedv2, yew need to branch out a little on your thinking. I'm sure you'll twig it soon enough, but you're barking up the wrong tree.

The map is budding with new ideas and great game-play, AitcraftKiller just has to get to the root of the problem, it seems to have him pretty stumped right now.

Leaf him alone, he's doing a good job. I'm going to go out on a limb here, and say this map isn't fir you.

Anyway, this thread is really starting to lumber along, all this over some sap's map? I thought the game was dead, but this thread at least is poplar. It makes me pine for the days of yonder.

At the end of the day, life's a Beech.. Who wood of thought it?

---

Subject: Re: what've i missed?

Posted by [BAGUETTE](#) on Sun, 20 Nov 2011 13:49:49 GMT

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---

^ LOL

Anyways is it possible for a different clients to have different versions of the map, but retaining the same filename as so they can play it in a server with everyone else

- HD version(normal)
- LQ version(poo pc people)

LQ + HD people play together

---

Subject: Re: what've i missed?

Posted by [Goztow](#) on Sun, 20 Nov 2011 17:54:30 GMT

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---

The computer hardware is NOT the problem. I have a rather high end system and my FPS is still around 35 on that map. I play BF3 on highest settings.

Also LOL @ Reborn!

---

Subject: Re: what've i missed?

Posted by [Doitle](#) on Sun, 20 Nov 2011 18:58:02 GMT

---

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---

I think I speak for everyone when I say that there is a problem with the trees. I think we need more trees.

---

---

Subject: Re: what've i missed?

Posted by [GEORGE ZIMMER](#) on Sun, 20 Nov 2011 18:58:07 GMT

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---

Goztow wrote on Sun, 20 November 2011 10:54 The computer hardware is NOT the problem. I have a rather high end system and my FPS is still around 35 on that map. I play BF3 on highest settings.

It's Renegade's engine- it's not made to deal with higher detail. It needs a lot of tinkering to get it to work reasonably with anything higher than its default stuff, really.

---

---

Subject: Re: what've i missed?

Posted by [reborn](#) on Sun, 20 Nov 2011 20:21:18 GMT

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---

All tree's are violence.

---

---

Subject: Re: what've i missed?

Posted by [TankClash](#) on Sun, 20 Nov 2011 20:30:48 GMT

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---

<http://www.youtube.com/watch?v=UTFP9QQzEL4>

---

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Sun, 20 Nov 2011 21:24:47 GMT

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---

reborn wrote on Sun, 20 November 2011 05:54 Liquidv2, yew need to branch out a little on your thinking. I'm sure you'll twig it soon enough, but you're barking up the wrong tree.

The map is budding with new ideas and great game-play, AitcraftKiller just has to get to the root of the problem, it seems to have him pretty stumped right now.

Leaf him alone, he's doing a good job. I'm going to go out on a limb here, and say this map isn't fir you.

Anyway, this thread is really starting to lumber along, all this over some sap's map? I thought the game was dead, but this thread at least is poplar. It makes me pine for the days of yonder.

---

At the end of the day, life's a Beech.. Who wood of thought it?

---

---

Subject: Re: what've i missed?

Posted by [NACHO-ARG](#) on Sun, 20 Nov 2011 21:24:54 GMT

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---

since a lot of ppl still work and play ren and others games based in this engine, is it posible to imprube it so it can handle more detailed grapics?

---

---

Subject: Re: what've i missed?

Posted by [TankClash](#) on Sun, 20 Nov 2011 22:16:59 GMT

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---

yes, that was covered in other posts in threads and even in this one if people would just read through it.

reborn, that was just incredible, good work.

---

---

Subject: Re: what've i missed?

Posted by [argathol3](#) on Sun, 20 Nov 2011 22:36:02 GMT

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---

liquidv2 wrote on Sun, 20 November 2011 15:24reborn wrote on Sun, 20 November 2011 05:54Liquedv2, yew need to branch out a little on your thinking. I'm sure you'll twig it soon enough, but you're barking up the wrong tree.

The map is budding with new ideas and great game-play, AitcraftKiller just has to get to the root of the problem, it seems to have him pretty stumped right now.

Leaf him alone, he's doing a good job. I'm going to go out on a limb here, and say this map isn't fir you.

Anyway, this thread is really starting to lumber along, all this over some sap's map? I thought the game was dead, but this thread at least is poplar. It makes me pine for the days of yonder.

At the end of the day, life's a Beech.. Who wood of thought it?

Genius, absolutely genius.

---

---

Subject: Re: what've i missed?  
Posted by [Crimson](#) on Mon, 21 Nov 2011 04:41:38 GMT  
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---

Hall of Fame?

---

Subject: Re: what've i missed?  
Posted by [Aircraftkiller](#) on Mon, 21 Nov 2011 06:05:16 GMT  
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---

While reborn's post was rather amusing, I don't think anything in this thread qualifies as HoF material. It's certainly not on the level of "I DESLIKE YOU".

---

Subject: Re: what've i missed?  
Posted by [Doitle](#) on Mon, 21 Nov 2011 06:07:43 GMT  
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---

Give it about 10 more pages. Where is dogtree when you need him?

---

Subject: Re: what've i missed?  
Posted by [roszek](#) on Mon, 21 Nov 2011 09:11:44 GMT  
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---

Aircraftkiller wrote on Sun, 20 November 2011 23:05 While reborn's post was rather amusing, I don't think anything in this thread qualifies as HoF material. It's certainly not on the level of "I DESLIKE YOU".

lol, I thought it was quite clever.

---

Subject: Re: what've i missed?  
Posted by [R315r4z0r](#) on Mon, 21 Nov 2011 18:10:46 GMT  
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---

I don't get unplayable performance on Fjords.. but it is definitely poor performance in some locations. Around the 10-20 FPS range.

It isn't my computer because I can play BF3 with nearly all Ultra settings with a smooth frame rate. Granted BF3 can better make use of multiple core technology... I think some stuff should still be optimized to fix the lower FPS areas of the map.

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Mon, 21 Nov 2011 19:04:49 GMT  
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---

R315r4z0r wrote on Mon, 21 November 2011 12:10... I think some stuff should still be optimized to fix the lower FPS areas of the map.

Toggle Spoiler

?

---

Subject: Re: what've i missed?  
Posted by [Omar007](#) on Mon, 21 Nov 2011 19:49:28 GMT  
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---

liquidv2 wrote on Mon, 21 November 2011 20:04R315r4z0r wrote on Mon, 21 November 2011 12:10... I think some stuff should still be optimized to fix the lower FPS areas of the map.

Toggle Spoiler

?

lmao

---

Subject: Re: what've i missed?  
Posted by [Caveman](#) on Mon, 21 Nov 2011 20:09:32 GMT  
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---

lmao Liquid you have put many smiles on my face during this thread.

---

Subject: Re: what've i missed?  
Posted by [Rocko](#) on Mon, 21 Nov 2011 23:34:28 GMT  
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---

does this map suck as much as glacier flaying?

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Tue, 22 Nov 2011 00:54:14 GMT  
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---

^ cut it here before my post and hall of fame it

---

---

Subject: Re: what've i missed?  
Posted by [Caveman](#) on Tue, 22 Nov 2011 06:40:10 GMT  
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---

Rocko wrote on Mon, 21 November 2011 23:34does this map suck as much as glacier flaying?

Glacier flying is actually the best map. Please don't compare this map to glacier.

Thanks.

---

---

Subject: Re: what've i missed?  
Posted by [TD](#) on Tue, 22 Nov 2011 17:51:47 GMT  
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---

He just made sure there would be enough trees after I join the map

---

---

Subject: Re: what've i missed?  
Posted by [C4Smoke](#) on Wed, 23 Nov 2011 18:04:12 GMT  
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---

@ACK so you are saying we need to buy new computers to play your maps?

Map needs more bloom and more trees! Shit even make it rain for the lol's!

---

---

Subject: Re: what've i missed?  
Posted by [TankClash](#) on Wed, 23 Nov 2011 18:25:05 GMT  
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---

Upgrading, not a bad idea...

<http://www.n00bstories.com/image.fetch.php?id=1361054783>

---

---

Subject: Re: what've i missed?  
Posted by [Aircraftkiller](#) on Wed, 23 Nov 2011 21:10:47 GMT  
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---

Big Mak wrote on Wed, 23 November 2011 13:04@ACK so you are saying we need to buy new computers to play your maps?

---

Map needs more bloom and more trees! Shit even make it rain for the lol's!

It's 2011. If your system sucks, don't cry to me about it.

---

---

Subject: Re: what've i missed?

Posted by [NACHO-ARG](#) on Thu, 24 Nov 2011 00:45:32 GMT

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---

i think the problem is that renegade cant make good use of multy core procesors so as someone stated above, having a desent computer doesnt help much.

---

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Thu, 24 Nov 2011 00:57:33 GMT

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---

yeah, so as a result it's like trying to shove a fully grown pine tree down a garbage disposal

---

---

Subject: Re: what've i missed?

Posted by [GEORGE ZIMMER](#) on Thu, 24 Nov 2011 01:17:42 GMT

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---

liquidv2 wrote on Wed, 23 November 2011 17:57yeah, so as a result it's like trying to shove a fully grown pine tree down a garbage disposal  
hundreds of pine trees

---

---

Subject: Re: what've i missed?

Posted by [Jerad2142](#) on Fri, 25 Nov 2011 08:52:43 GMT

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---

It runs great on my computer, I find that most of the time if I see lag in renegade its when my CPU gets too busy... of course now that I have a quad core i7 with 3.4Ghz a core and 3.8GHz turbo it doesn't happen anymore, but it did when I had an i5 with only 3.2GHz per core.

Aircraftkiller wrote on Wed, 23 November 2011 14:10Big Mak wrote on Wed, 23 November 2011 13:04@ACK so you are saying we need to buy new computers to play your maps?

Map needs more bloom and more trees! Shit even make it rain for the lol's!

It's 2011. If your system sucks, don't cry to me about it.

---

In all fairness, you are working on an engine that was made back in 2001; I'd suspect that a fair number of the people that still play on the engine might be just because their hardware can't handle anything better.

Perhaps make the trees just go invisible at a certain distance via LOD, some of the older cards could have issues with alpha blended textures... or the grouping trees idea into a single mesh (still with load of course) could also hugely help. Keep in mind after all, a lot of the better games out there have some very aggressive LOD systems, some of them even deploy it on terrain.

---

Subject: Re: what've i missed?  
Posted by [BAGUETTE](#) on Fri, 25 Nov 2011 09:29:51 GMT  
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So basically, but an i7 to play Renegade, otherwise you can't play 1 map out of the lots.

p.s death\_rally.mix, best map out there, shits on everything, can play it on a microwave, yes yes add to the servers asap

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Sat, 26 Nov 2011 05:01:17 GMT  
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Quote:(23:38:57) <St0rmServ> [Team]: [dragon]ly8366: i need help !!!!!!!!!!!!! my ocra in tree and cannt move !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

(23:39:04) <St0rmServ> [Team]: [dragon]ly8366: need a ocra help me

(23:40:56) <St0rmServ> [GameInfo]: Playing on map: C&C\_FjordsTR.mix

Quote:(23:41:35) <St0rmServ> [CMPS.]Knight: maybe its fps lag?

(23:42:15)<St0rmServ>: Aircraftkiller: Stop trolling and play, dumbshit

---

Subject: Re: what've i missed?  
Posted by [Doitle](#) on Sat, 26 Nov 2011 05:10:08 GMT  
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Quote:(23:38:57) <St0rmServ> [Team]: [dragon]ly8366: i need help !!!!!!!!!!!!! my ocra in tree and cannt move !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

(23:39:04) <St0rmServ> [Team]: [dragon]ly8366: need a ocra help me

(23:40:56) <St0rmServ> [GameInfo]: Playing on map: C&C\_FjordsTR.mix

Quote:(23:41:35) <St0rmServ> [CMPS.]Knight: maybe its fps lag?

(23:42:15)<St0rmServ>: Aircraftkiller: Stop trolling and play, dumbshit

I got you covered buddy.

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Sat, 26 Nov 2011 06:48:36 GMT

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liquidv2 wrote on Sat, 26 November 2011 00:01Quote:(23:38:57) <St0rmServ> [Team]:

[dragon]ly8366: i need help !!!!!!!!!!!!! my ocra in tree and cannt move !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

(23:39:04) <St0rmServ> [Team]: [dragon]ly8366: need a ocra help me

(23:40:56) <St0rmServ> [GameInfo]: Playing on map: C&C\_FjordsTR.mix

Quote:(23:41:35) <St0rmServ> [CMPS.]Knight: maybe its fps lag?

(23:42:15)<St0rmServ>: Aircraftkiller: Stop trolling and play, dumbshit

---

Subject: Re: what've i missed?

Posted by [Starbuzz](#) on Sat, 26 Nov 2011 17:07:00 GMT

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don't mess with my favorite vegetable, Doitle.

---

Subject: Re: what've i missed?

Posted by [Caveman](#) on Sat, 26 Nov 2011 17:51:01 GMT

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liquidv2 wrote on Sat, 26 November 2011 05:01Quote:(23:38:57) <St0rmServ> [Team]:

[dragon]ly8366: i need help !!!!!!!!!!!!! my ocra in tree and cannt move !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

(23:39:04) <St0rmServ> [Team]: [dragon]ly8366: need a ocra help me

(23:40:56) <St0rmServ> [GameInfo]: Playing on map: C&C\_FjordsTR.mix

Quote:(23:41:35) <St0rmServ> [CMPS.]Knight: maybe its fps lag?

(23:42:15)<St0rmServ>: Aircraftkiller: Stop trolling and play, dumbshit

Liquid you need to stop everytime I see you post in this thread I laugh.

---

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Sat, 26 Nov 2011 17:54:36 GMT

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---

Well, your standards aren't exactly that high... I mean, you think Glacier Flying is the best thing out there. That doesn't speak highly of you.

---

---

Subject: Re: what've i missed?

Posted by [Caveman](#) on Sat, 26 Nov 2011 18:44:30 GMT

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---

Aircraftkiller wrote on Sat, 26 November 2011 17:54Well, your standards aren't exactly that high... I mean, you think Glacier Flying is the best thing out there. That doesn't speak highly of you.

- 1) I wasn't speaking to you.
  - 2) Glacier is the best map. It has its bad parts but for gameplay its awesome.
  - 3) Im entitled to my opinion, dont like it? Put me on your ignore list. No loss for me.
- 

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Sat, 26 Nov 2011 19:23:31 GMT

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---

Are you really trying to tell me who you were s... Wow, that's got to be the shittiest defense of an opinion I've seen this month. First of all, if you don't want someone to talk to you or discuss your opinions, don't post. Second, Glacier Flying is not "the best map". You sound like the customer in the iphone 4 parody.

"What the hell entices you about the god damn iphone, if you don't mind me asking?"

"It's the best phone."

Yes, you're entitled to your opinion. That is not a defense of what you think. If you can't be bothered to explain why you think the way you do, why even post anything at all? To quote Maddox, "you should stop whatever it is you're doing and start plowing fields, because you lack the ability to form language ... and are therefore a cow."

---

---

Subject: Re: what've i missed?

Posted by [Caveman](#) on Sat, 26 Nov 2011 19:33:37 GMT

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---

Aircraftkiller wrote on Sat, 26 November 2011 19:23Are you really trying to tell me who you were s... Wow, that's got to be the shittiest defense of an opinion I've seen this month. First of all, if you don't want someone to talk to you or discuss your opinions, don't post. Second, Glacier Flying is not "the best map". You sound like the customer in the iphone 4 parody.

"What the hell entices you about the god damn iphone, if you don't mind me asking?"

"It's the best phone."

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What?

I have explained to you and whoever else why I think Glacier\_Flying is the best map. Not my problem if you disagree with it. You haven't asked me to explain why I think the way I do in here so wtf are you talking about?

---

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Sat, 26 Nov 2011 20:46:58 GMT

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---

Exactly my point, you don't even understand what I'm saying. I've made it obvious to anyone who can think beyond simplistic terms. I'll lay it out for you.

You posted something I disagreed with.

I posted my disagreement.

You posted "it's just my opinion", essentially.

I posted that I know it's your opinion by virtue of you being the person that posted it, and that you aren't defending what you think by saying "it's my opinion".

Get it now?

---

---

Subject: Re: what've i missed?

Posted by [Caveman](#) on Sat, 26 Nov 2011 20:50:09 GMT

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---

I know what you said however you never asked me to defend my point. I wasn't aware I had to explain myself to you.

---

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Sat, 26 Nov 2011 20:54:52 GMT

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---

man, start this at 00:28: <http://www.youtube.com/watch?v=NpmMZygFZsc>

it's a movie representation of ACK trying to attack your opinion

---

---

Subject: Re: what've i missed?

Posted by [iRANian](#) on Sat, 26 Nov 2011 21:22:40 GMT

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---

liquidv2 wrote on Sat, 26 November 2011 13:54man, start this at 00:28:

<http://www.youtube.com/watch?v=NpmMZygFZsc>

it's a movie representation of ACK trying to attack your opinion

not enough trees

and explosions

---

---

Subject: Re: what've i missed?

Posted by [TankClash](#) on Sat, 26 Nov 2011 21:36:37 GMT

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---

The point is, Renegade's trees are invincible, god like even...

So there, ruined for all.

---

---

Subject: Re: what've i missed?

Posted by [Gohax](#) on Sat, 26 Nov 2011 21:46:00 GMT

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---

liquidv2 wrote on Sat, 26 November 2011 13:54man, start this at 00:28:

<http://www.youtube.com/watch?v=NpmMZygFZsc>

it's a movie representation of ACK trying to attack your opinion

Clever sir.

---

---

Subject: Re: what've i missed?

Posted by [BAGUETTE](#) on Sun, 27 Nov 2011 07:28:47 GMT

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---

Na that video isn't that close as a representation, I mean, you can see the sky from the floor

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Sun, 27 Nov 2011 07:53:07 GMT

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---

ITT: "HAHAHA TREES ARE TEH SUX BECAUSE I WANT TO BE SNIPED EASILY"

ITT: "HAHAHA TREES"

ITT: "HAHAHA I'M TRYING REALLY HARD TO MAKE THIS A HALL OF FAME TOPIC, THEREFORE ENSURING IT WILL NEVER BE A HALL OF FAME TOPIC"

---

Subject: Re: what've i missed?

Posted by [Jerad2142](#) on Sun, 27 Nov 2011 08:35:08 GMT

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---

Doitle wrote on Sat, 19 November 2011 11:55

This thread takes me back. It reminds me of the way things used to be years ago. All we need is someone to claim some metal textures look like concrete and we'd have the 2004 Mod Forum.

Aircraftkiller wrote on Sat, 19 November 2011 23:27 Latest work done to it. Hoping to be finished by the end of this week.

GEORGE ZIMMER wrote on Sun, 20 November 2011 02:45 The metal looks like concrete...

maybe change/darken the texture a bit?

CAN WE HAZ HALL OF FAME?

---

Subject: Re: what've i missed?

Posted by [C4Smoke](#) on Sun, 27 Nov 2011 19:22:31 GMT

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---

AIRCRAFT KILLER YOU AR NOT JUST A BIG JACKAS AND YOU THE BIG HEAD JUST YOU CREATE GLACIER FLAYING FUCK YOU BIG JAKAS YOUR MAPS IS BAD YOU WANT I WRUGHT THIS THE MAPS IS BAD HEY IS 1 YEAR

YOUR PROMESS A CON YARD WIRH A SINGLE PLAYER POWER PLANT IN ONE MAPS AND IS DONT JUST ACK I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE YOU.

---

Subject: Re: what've i missed?  
Posted by [R315r4z0r](#) on Sun, 27 Nov 2011 20:09:53 GMT  
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---

What is this a Renedrama montage?

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Mon, 28 Nov 2011 00:33:18 GMT  
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---

Picture removed by request  
your ACKs is bad

---

Subject: Re: what've i missed?  
Posted by [Starbuzz](#) on Mon, 28 Nov 2011 00:51:06 GMT  
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---

appshot wrote on Fri, 18 November 2011 23:51i love rollin thru da woods my nigga! so much fun when you crash into a thousand trees before you reach the other base!

Aircraftkiller wrote on Sat, 19 November 2011 11:33Ever try driving through the woods? You get hung up on shit. Try using the roads, bro.

this thread is amazing.

---

Subject: Re: what've i missed?  
Posted by [Caveman](#) on Mon, 28 Nov 2011 00:54:11 GMT  
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---

Liq you have seriously given me non stop laughs through this thread. I take my hat off to you sir.

---

Subject: Re: what've i missed?  
Posted by [R315r4z0r](#) on Mon, 28 Nov 2011 02:47:16 GMT  
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---

Well, I guess if you can't beat em....

---

---

Subject: Re: what've i missed?

Posted by [Caveman](#) on Mon, 28 Nov 2011 05:35:46 GMT

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---

Edited by One Cool Dude

Feel free to post yourself derpeyed to make your point though Caveman.

---

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Mon, 28 Nov 2011 06:35:28 GMT

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---

It's cool if you enjoy posting dumb bullshit about trees, but keep my photo out of it. I asked Liquid to take it down, so putting it back up is a dick move.

---

---

Subject: Re: what've i missed?

Posted by [R315r4z0r](#) on Mon, 28 Nov 2011 06:52:58 GMT

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---

That's you?!

---

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Mon, 28 Nov 2011 07:08:58 GMT

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---

Back in 2006, yes. Someone thought they'd be funny and edit one of my eyes in Photoshop so that they'd point the wrong way. I'm still laughing at how shitty that is.

This is what I look like now.

---

---

Subject: Re: what've i missed?

Posted by [BAGUETTE](#) on Mon, 28 Nov 2011 13:39:27 GMT

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---

Is that your first time experiencing a park? You're having far to much fun there

---

---

Subject: Re: what've i missed?

Posted by [Caveman](#) on Mon, 28 Nov 2011 14:26:54 GMT

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---

Quote:Edited by One Cool Dude

Feel free to post yourself derpeyed to make your point though Caveman.

Aircraftkiller wrote on Mon, 28 November 2011 06:35It's cool if you enjoy posting dumb bullshit about trees, but keep my photo out of it. I asked Liquid to take it down, so putting it back up is a dick move.

I wont make a post and be all mad about my post being edited. I was half expecting it to be edited anyways.

Don't like it go bitch to Crimson.

---

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Mon, 28 Nov 2011 14:50:57 GMT

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---

I'm not mad, I simply do not appreciate my photo being manipulated.

Vultima: That shit was fun, but being 6'4 and trying to ride a little toy like that is harder than it looks

---

---

Subject: Re: what've i missed?

Posted by [shaitan](#) on Mon, 28 Nov 2011 14:52:38 GMT

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---

No editing at all, and you still look retarded.

Nice trees in that picture.

---

---

Subject: Re: what've i missed?  
Posted by [Caveman](#) on Mon, 28 Nov 2011 15:19:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I do not appreciate your bad maps but here we are!

---

---

Subject: Re: what've i missed?  
Posted by [C4Smoke](#) on Mon, 28 Nov 2011 16:01:56 GMT  
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---

shaitan wrote on Mon, 28 November 2011 07:52No editing at all, and you still look retarded.

Nice trees in that picture.

Shai, I wouldn't be talking...

---

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Mon, 28 Nov 2011 17:36:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

i'm actually relieved to know that's not how you really looked

p.s.

---

---

Subject: Re: what've i missed?  
Posted by [Caveman](#) on Mon, 28 Nov 2011 17:59:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

LOL - Hahaha not as good as 'the image' but made me laugh nevertheless.

---

---

Subject: Re: what've i missed?

Posted by [TankClash](#) on Mon, 28 Nov 2011 18:01:07 GMT

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---

This now belongs in the spam section of the forums...

---

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Mon, 28 Nov 2011 18:03:20 GMT

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---

TankClash wrote on Mon, 28 November 2011 12:01 This now belongs in the spam section of the forums...

get spam like this out of this important topic, we're discussing a highly-detailed Renegade map

---

---

Subject: Re: what've i missed?

Posted by [TankClash](#) on Mon, 28 Nov 2011 18:07:15 GMT

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---

I don't see how that has to do with an image cut out of Aircraftkiller's head stuck on top of some coniferous forest image.

Didn't he ask you to remove the first image or are you just blatantly retarded?

---

---

Subject: Re: what've i missed?

Posted by [Caveman](#) on Mon, 28 Nov 2011 18:14:53 GMT

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---

Two different images.

---

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Mon, 28 Nov 2011 18:47:15 GMT

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---

Caveman wrote on Mon, 28 November 2011 12:59 LOL - Hahaha not as good as 'the image' but made me laugh nevertheless.

Your sense of humor lacks refinement, I do believe.

---

Shaitan: What is this, 35 year old men who live in a basement trying to judge what the surface dwellers look like?

---

---

Subject: Re: what've i missed?

Posted by [Caveman](#) on Mon, 28 Nov 2011 19:22:30 GMT

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---

Aircraftkiller wrote on Mon, 28 November 2011 18:47Caveman wrote on Mon, 28 November 2011 12:59LOL - Hahaha not as good as 'the image' but made me laugh nevertheless.

Your sense of humor lacks refinement, I do believe.

Shaitan: What is this, 35 year old men who live in a basement trying to judge what the surface dwellers look like?

Oh do elaborate on that. This should be interesting.

---

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Mon, 28 Nov 2011 19:24:44 GMT

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---

TankClash wrote on Mon, 28 November 2011 12:07Didn't he ask you to remove the first image or are you just blatantly retarded?

i'm going to ask that this post and your others get removed cuz you're slow and dumbing the topic down

he asked a picture to be removed because he looked like a googley-eyed weirdo because someone photoshopped it to hell  
stop getting offended TankClash

---

---

Subject: Re: what've i missed?

Posted by [reborn](#) on Mon, 28 Nov 2011 20:59:02 GMT

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---

## File Attachments

---

1) [beech-trees-mindfuck.png](#), downloaded 1033 times

---



# MIND GAMES

When you see it you'll shit bricks.

---

Subject: Re: what've i missed?

Posted by [reborn](#) on Mon, 28 Nov 2011 21:01:18 GMT

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---

Just so we're all even, here's my sexy self!

Just so there is some relevance, you can try to find the "wood" in this picture.

---

Subject: Re: what've i missed?

Posted by [Killgeak](#) on Mon, 28 Nov 2011 21:15:35 GMT

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---

lol reborn who made that picture of you?

---

Subject: Re: what've i missed?  
Posted by [argathol3](#) on Mon, 28 Nov 2011 21:17:20 GMT  
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Reborns got my vote

---

Subject: Re: what've i missed?  
Posted by [TankClash](#) on Mon, 28 Nov 2011 21:34:42 GMT  
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Quote: stop getting offended TankClash

No, you.

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Mon, 28 Nov 2011 21:36:04 GMT  
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TankClash wrote on Mon, 28 November 2011 15:34No, you.

---

Subject: Re: what've i missed?  
Posted by [GEORGE ZIMMER](#) on Mon, 28 Nov 2011 22:14:17 GMT  
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guys I have  
listen  
guys  
what if, you guys  
what if there  
what if there were trees  
in the trees  
you guys  
what if

---

Subject: Re: what've i missed?

Posted by [shaitan](#) on Mon, 28 Nov 2011 23:58:32 GMT

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---

I think reborn wins this whole fucking topic with that pic.

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Tue, 29 Nov 2011 01:09:06 GMT

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---

There is unrest in the Fjords,  
There is trouble with the trees,  
For there's way too fucking many  
And the ACKs ignore the pleas.

---

Subject: Re: what've i missed?

Posted by [z310](#) on Tue, 29 Nov 2011 01:19:44 GMT

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---

liquidv2 wrote on Mon, 28 November 2011 17:09: There is unrest in the Fjords,  
There is trouble with the trees,  
For there's way too fucking many  
And the ACKs ignore the pleas.

\*z310 likes this

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Tue, 29 Nov 2011 01:37:46 GMT

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---

shaitan wrote on Mon, 28 November 2011 15:50: I must have hit a nerve there. You just keep repeating the same mentally challenged bullshit.  
What's sad is Mr.Liquid is whining on IRC about my 'hit n run' there too.  
I'll put one up when I get off of work tonight.

Liquid: Regarding the tree count, the framerates aren't being affected by the number of trees so much as they are by the fact that they're all proxied objects. I may eventually get around to replacing all of the proxy objects with the tree meshes so that they'll run more smoothly. Fjords has been a great gameplay test for the Tiberium Garden project. I need to do another version with the Nod SSM before I can release TG.

I may end up taking out some of the trees just to open up some room for larger tank battles, but it's a lot of fun watching Flame Tanks come out of the woods and burn you if you're not paying

attention.

---

---

Subject: Re: what've i missed?

Posted by [TankClash](#) on Tue, 29 Nov 2011 02:08:30 GMT

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---

Stopping by woods on a Snowy F\*\*\*ing Evening...

---

---

Subject: Re: what've i missed?

Posted by [shaitan](#) on Tue, 29 Nov 2011 03:04:19 GMT

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---

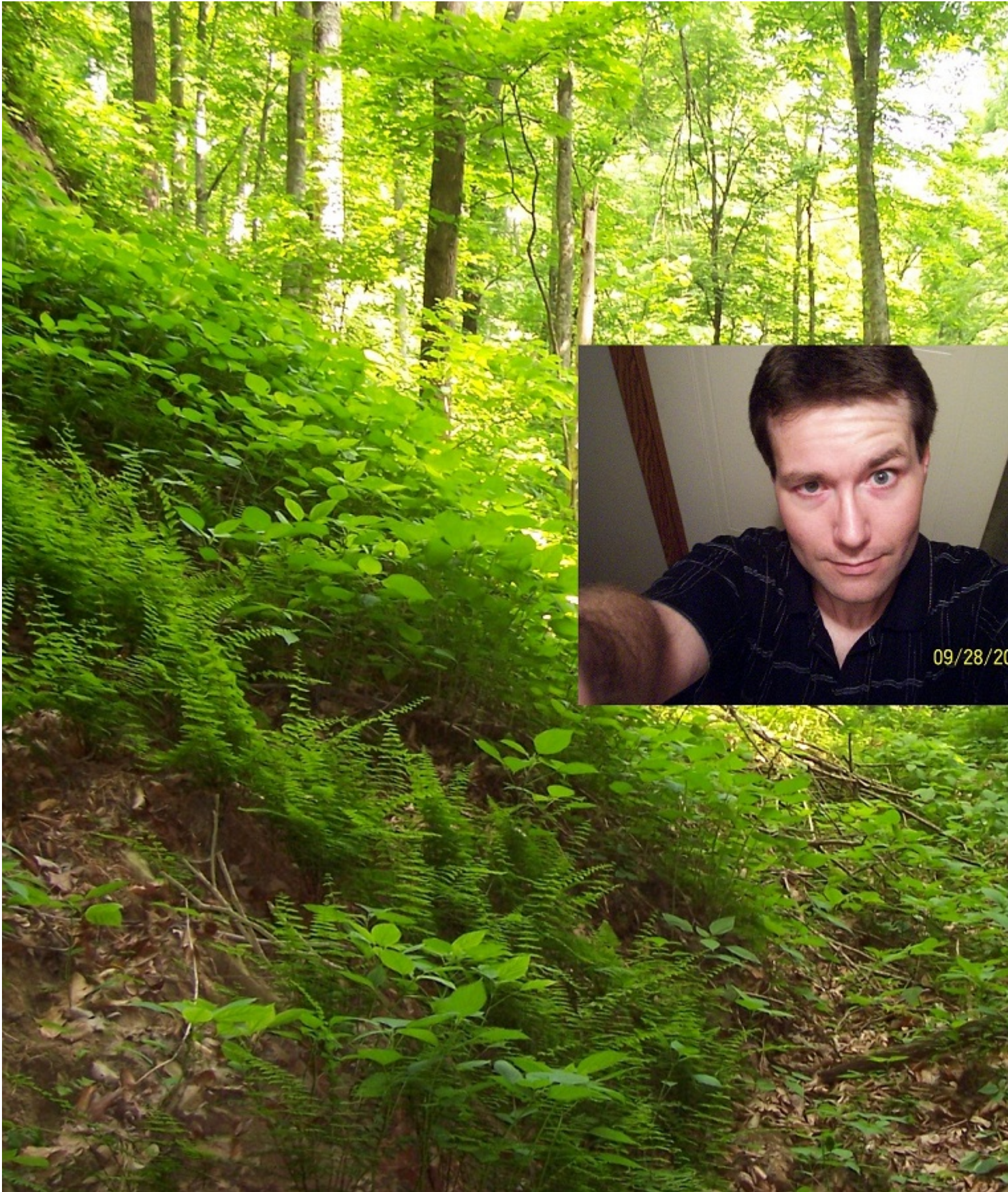
Me in some woods.

That would be an outhouse that I am standing in there.

#### File Attachments

---

1) [trees1.jpg](#), downloaded 1461 times



Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Tue, 29 Nov 2011 03:07:43 GMT

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---

What's with the arm hair, Bigfoot?

Caveman: I'm replying to you from up here, because you posted immediately after I posted. What's up with you dick riding everyone who has anything remotely funny to say? Someone posts a cute image and you're quoting it to go LOOLROOLOKRUIHURH every single time. Get off their dick.

/Also, it's really funny watching this guy post up one photo of himself for everyone to see  
//Whereas anyone can easily find out a lot of things about me simply by clicking my signature link  
///<http://www.youtube.com/watch?v=0sq8VDXIWQk>

---

Subject: Re: what've i missed?

Posted by [Caveman](#) on Tue, 29 Nov 2011 03:08:09 GMT

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---

Fair play to you ACK you made ^^ look extremely real.. The detail is epic.

---

Subject: Re: what've i missed?

Posted by [shaitan](#) on Tue, 29 Nov 2011 03:17:34 GMT

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---

I didn't post it for you, moron. I only posted because my internet squeeze whined, bitched, and moaned this afternoon. Damn you Liquid, DAMN YOU!

I'm currently hiring a photoshop expert to place me in a basement, crawling out of some primordial ooze. I lack in that department, as you can tell.

---

Subject: Re: what've i missed?

Posted by [GEORGE ZIMMER](#) on Tue, 29 Nov 2011 03:24:21 GMT

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---

shaitan has a major case of USI

we need 20 CC's of dicking, stat

---

---

Subject: Re: what've i missed?

Posted by [Caveman](#) on Tue, 29 Nov 2011 03:26:09 GMT

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---

Aircraftkiller wrote on Tue, 29 November 2011 03:07

Caveman: What's up with you dick riding everyone who has anything remotely funny to say? Someone posts a cute image and you're quoting it to go LOOLROOLOKRUIHURH every single time. Get off their dick.

Dude you really call that picture cute?(you know the one you got removed, twice?) Im not dick riding anyone. The picture that were posted I found funny and I expressed my enjoyment. Shaitain posted a picture and I haven't gone LOLHAAAAAAAAHALOLOL have I?

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Tue, 29 Nov 2011 03:29:18 GMT

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---

I never said you posted it for me. Do you have issues reading? Or do you just think I wrote something that I clearly did not? Also, see this again:

liquidv2 wrote on Mon, 28 November 2011 15:56 what i said was ACK is making you like a bitch because you try to insult him in numerous ways (including how he looks) without having the balls to post a picture of yourself

he calls you out on it, and you vanish again into the shadows

then you emerge later and repeat the cycle; you must have misunderstood me, even though i explained it quite clearly

Read that a bit closer. Posting your half-ass photo isn't going to change anything. You're still a bitch. You lack substance and, as Arnold would say, discipline.

/Caveman: If you laughed at anything shaitan said, I'd be worried about you at levels beyond what I currently feel.

//Stop being a dick rider bro

---

Subject: Re: what've i missed?

Posted by [GEORGE ZIMMER](#) on Tue, 29 Nov 2011 03:29:38 GMT

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---

To be fair, he did say "anything remotely funny".

---

So that's probably why.

---

---

Subject: Re: what've i missed?

Posted by [Caveman](#) on Tue, 29 Nov 2011 03:46:57 GMT

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---

Aircraftkiller wrote on Tue, 29 November 2011 03:29

/Caveman: If you laughed at anything shaitan said, I'd be worried about you at levels beyond what I currently feel.

//Stop being a dick rider bro

Well I haven't laughed at anything shaitain has said so you needn't to worry, bro!

---

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Tue, 29 Nov 2011 04:04:29 GMT

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---

shaitan wrote on Mon, 28 November 2011 22:46shaitan wrote on Mon, 28 November 2011 13:59

Ever hear of a device called a "smart phone"? It's this thing that you can use to connect to the Internet wherever you find a cellular signal capable of handling Internet data. So, interestingly enough, I can post without "sitting" on a forum all day.

But you probably can't afford one of those, you know, living in a basement and all.

/Is this getting old yet?

//I hope not, I can keep shitting on you for years

///If you doubt me, check the Reborn drama

---

---

Subject: Re: what've i missed?

Posted by [Jerad2142](#) on Tue, 29 Nov 2011 06:50:06 GMT

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---

WE NEED A FUCKING TREE SHADER, LIKE BLOOM BUT IT JUST COVERS THE SCREEN IN TREES, FUCK YEAH.

---

---

Subject: Re: what've i missed?

Posted by [GEORGE ZIMMER](#) on Tue, 29 Nov 2011 07:12:06 GMT

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---

Jerad Gray wrote on Mon, 28 November 2011 23:50 WE NEED A FUCKING TREE SHADER, LIKE BLOOM BUT IT JUST COVERS THE SCREEN IN TREES, FUCK YEAH. FUND IT

---

---

Subject: Re: what've i missed?  
Posted by [appshot](#) on Tue, 29 Nov 2011 21:15:52 GMT  
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---

what did ur wife and daughter say about fjords?

---

---

Subject: Re: what've i missed?  
Posted by [FeaR](#) on Wed, 30 Nov 2011 00:33:44 GMT  
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---

appshot wrote on Tue, 29 November 2011 14:15 what did ur wife and daughter say about fjords?

lol

---

---

Subject: Re: what've i missed?  
Posted by [TankClash](#) on Wed, 30 Nov 2011 08:39:56 GMT  
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---

Maybe a tree molested him or something...

---

---

Subject: Re: what've i missed?  
Posted by [reborn](#) on Wed, 30 Nov 2011 10:13:10 GMT  
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---

All trees are violence.

---

---

Subject: Re: what've i missed?  
Posted by [R315r4z0r](#) on Wed, 30 Nov 2011 16:43:27 GMT  
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---

Spoony wrote on Fri, 18 November 2011 02:31 what've i missed?  
Not much, apparently. :\

---

---

Subject: Re: what've i missed?

---

Posted by [TankClash](#) on Wed, 30 Nov 2011 16:56:33 GMT

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---

Beat you to it on page 2.

---

Subject: Re: what've i missed?

Posted by [R315r4z0r](#) on Wed, 30 Nov 2011 17:24:22 GMT

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---

5 > 2.

---

Subject: Re: what've i missed?

Posted by [Aircraftkiller](#) on Wed, 30 Nov 2011 17:46:00 GMT

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---

shaitan wrote on Wed, 30 November 2011 09:44Big woop. You posted a PM, you're cool. Too bad I told him I'd do worse than that. Dumbass.

Gohan that(fight) was done well over a month ago. That server was done in, because(like with all things around here) you guys got bored and pretty much wasted Xpert and Wilo's time in making it.

You know, I had lost the log file for that one-sided conversation we had. The one I mentioned where you spent 30 minutes bad mouthing St0rm, how you were going to do all sorts of terrible things in retribution for them opening a server that would take away players from your server or other servers, etc...

My paraphrased recollection of what you said to me that day was giving you the benefit of the doubt; it's a shame that you're so rage filled that you'd attempt to destroy a gaming server because you have absolutely nothing positive to contribute to this community at all.

Purely out of curiosity, what compels you to stay in a place where most people see you as a washed up middle aged child?

---

Subject: Re: what've i missed?

Posted by [TankClash](#) on Wed, 30 Nov 2011 22:01:07 GMT

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---

STOP WINNING!

---

Subject: Re: what've i missed?

---

Posted by [liquidv2](#) on Wed, 30 Nov 2011 22:41:46 GMT

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---

Aircraftkiller wrote on Wed, 30 November 2011 11:46 what ACK's last response did to shaitan in video form: <http://www.youtube.com/watch?v=KHI99qQpWXY&t=19s>

---

Subject: Re: what've i missed?

Posted by [TankClash](#) on Wed, 30 Nov 2011 23:14:07 GMT

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---

Relax.. there will be less trees.. Christmas is coming you know... foohs.

:arse mark videos? Why am I not surprised...

---

Subject: Re: what've i missed?

Posted by [appshot](#) on Thu, 01 Dec 2011 08:12:56 GMT

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---

i still see trees

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Wed, 07 Dec 2011 02:16:34 GMT

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---

Quote:19:37 <falcod6666> X\_X aow crashed again

19:38 <trunkskbg> The hell does it always seems to crash on Fjords...

19:42 <falcod6666> maybe someone who hates fjord is crashing the server >\_>

21:01 <trunkskbg> Maybe it can be replaced with a more stable FAN map!

---

Subject: Re: what've i missed?

Posted by [Caveman](#) on Wed, 07 Dec 2011 02:21:32 GMT

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---

I was waiting for this to restart - RF was losing its touch.

---

Subject: Re: what've i missed?  
Posted by [Aircraftkiller](#) on Wed, 07 Dec 2011 02:26:31 GMT  
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---

St0rm crashes all the time. That's nothing new.

---

Subject: Re: what've i missed?  
Posted by [iRANian](#) on Wed, 07 Dec 2011 02:46:28 GMT  
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---

it always crashes on fjords, at least most of the time

---

Subject: Re: what've i missed?  
Posted by [Generalcamo](#) on Wed, 07 Dec 2011 12:31:39 GMT  
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---

Its those stupid plugins, I garuntee it that if they were removed, the map would never crash.

---

Subject: Re: what've i missed?  
Posted by [Gohax](#) on Wed, 07 Dec 2011 23:25:45 GMT  
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---

They were just minor screw-ups in the code. I think there were like 3 errors, 2 of which were screw-ups in the code, and I think one of which had to do with TT. They have been fixed though.

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Thu, 08 Dec 2011 00:57:45 GMT  
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---

Generalcamo wrote on Wed, 07 December 2011 06:31Its those stupid trees, I garuntee it that if they were removed, the map would never crash.

---

Subject: Re: what've i missed?  
Posted by [Generalcamo](#) on Sat, 10 Dec 2011 02:56:59 GMT  
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---

If they were clustered together, it would be perfect.

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Sat, 10 Dec 2011 04:11:32 GMT

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---

your definition of perfect is lost in the woods, my friend

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Fri, 16 Dec 2011 01:55:54 GMT

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---

DerWeaselAnyways, WoT 0.7 has been released, bringing bug fixes and new features. Included in the update are camouflage paint jobs you can put on your tanks, and 2 new maps (Marsh and Fjords, he he he..). So if you haven't been on lately, download the update (1.1 GB) and see how it is.

Alphast0rmFjords!?!?!?!?! I think I have seen enough Fjords for the past few weeks.  
Nice post btw!

liquidv2Fjords? you're fucking serious? i'm reinstalling that game right now; you can run over any and all trees  
i've been waiting for this day for far too long

---

Subject: Re: what've i missed?

Posted by [iRANian](#) on Fri, 16 Dec 2011 02:23:33 GMT

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---

haha

---

Subject: Re: what've i missed?

Posted by [Doitle](#) on Fri, 16 Dec 2011 04:10:05 GMT

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---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Fri, 23 Dec 2011 04:40:56 GMT

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---

ACK's tree spam permanently fucked my brain

---

Quote:[22:38:10] <liquidv2> is there a whale place in flords  
[22:38:13] <liquidv2> florida?  
[22:38:14] <liquidv2> fjords?  
[22:38:19] <liquidv2> how did i make flords  
[22:38:22] <xRachyx> LOLLLLLLLLL  
[22:38:22] <liquidv2> my brain  
[22:38:25] <xRachyx> Fjorida

---

---

Subject: Re: what've i missed?  
Posted by [TankClash](#) on Fri, 23 Dec 2011 14:29:07 GMT  
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---

---

Subject: Re: what've i missed?  
Posted by [F1r3st0rm](#) on Fri, 23 Dec 2011 19:40:19 GMT  
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---

---

Subject: Re: what've i missed?  
Posted by [Sean](#) on Sat, 24 Dec 2011 01:08:31 GMT  
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---

All the map needs is a dog, then the saga is complete.

---

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Sat, 24 Dec 2011 04:09:45 GMT  
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---

set your triggerbot color to tree and see if you can hit anyone on Fjords  
faggot

---

---

Subject: Re: what've i missed?  
Posted by [Sean](#) on Sat, 24 Dec 2011 04:15:15 GMT  
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---

liquidv2 wrote on Fri, 23 December 2011 21:09set your triggerbot color to tree and see if you can hit anyone on Fjords  
faggot

That made me smile. It was buggy enough though, I don't think it could handle tree input.

---

---

Subject: Re: what've i missed?  
Posted by [liquidv2](#) on Sat, 24 Dec 2011 04:44:07 GMT  
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---

maybe your asshole can

---

---

Subject: Re: what've i missed?  
Posted by [appshot](#) on Sat, 24 Dec 2011 23:33:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

well played, sir, well played.

---

---

Subject: Re: what've i missed?  
Posted by [Duck](#) on Sun, 25 Dec 2011 06:16:05 GMT  
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---

liquidv2 wrote on Fri, 23 December 2011 21:09set your triggerbot color to tree and see if you can hit anyone on Fjords  
faggot  
Rofl.

---

---

Subject: Re: what've i missed?  
Posted by [iRANian](#) on Sun, 25 Dec 2011 14:59:33 GMT  
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---

hahahaha

---

---

Subject: Re: what've i missed?  
Posted by [Sean](#) on Mon, 26 Dec 2011 00:16:28 GMT  
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---

liquidv2 wrote on Fri, 23 December 2011 21:44maybe your asshole can

I'll attempt it on one condition, you doit first. But you must have a dog with you, otherwise it wont

---

be enough mindfuck.

---

---

Subject: Re: what've i missed?

Posted by [iRANian](#) on Mon, 26 Dec 2011 01:32:11 GMT

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---

stfu faggot

---

---

Subject: Re: what've i missed?

Posted by [C4Smoke](#) on Mon, 09 Jan 2012 23:40:49 GMT

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---

Skippy Scooter Kids....

---

---

Subject: Re: what've i missed?

Posted by [-TLS-DJ-EYE-K](#) on Sat, 14 Jan 2012 17:20:31 GMT

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---

1 on 1? Meet @ back of nearest CVS Store...

---

---

Subject: Re: what've i missed?

Posted by [Ethenal](#) on Mon, 16 Jan 2012 21:04:18 GMT

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---

This thread is full of win and triggerbots

---

---

Subject: Re: what've i missed?

Posted by [liquidv2](#) on Thu, 26 Jan 2012 05:14:00 GMT

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---

[23:12:41] <&JellyMarathon> LethalWeapon<Dv8>: BEST map is Fjords

the player was banned after making the above statement

---