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Subject: Goodbye

Posted by [zunnie](#) on Thu, 24 Jan 2013 15:17:21 GMT

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Goodbye!

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Subject: Re: Goodbye

Posted by [BAGUETTE](#) on Thu, 24 Jan 2013 16:29:25 GMT

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wut

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Subject: Re: Goodbye

Posted by [ehhh](#) on Thu, 24 Jan 2013 18:07:35 GMT

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really

LOL

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Subject: Re: Goodbye

Posted by [crushu06](#) on Thu, 24 Jan 2013 18:45:43 GMT

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damn it ehh what the fuck did you do now?

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Subject: Re: Goodbye

Posted by [ehhh](#) on Thu, 24 Jan 2013 18:52:49 GMT

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blame renforums

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Subject: Re: Goodbye

Posted by [Major-Payne](#) on Thu, 24 Jan 2013 22:13:37 GMT

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wut

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Subject: Re: Goodbye

Posted by [Xpert](#) on Fri, 25 Jan 2013 03:02:41 GMT

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uhhhhhhhhhhhhhhhhhhh

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Subject: Re: Goodbye

Posted by [Aircraftkiller](#) on Fri, 25 Jan 2013 04:13:17 GMT

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I'm really trying to write a non-asshole reply to this thread, but I'm coming up short.

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Subject: Re: Goodbye

Posted by [Mauler](#) on Fri, 25 Jan 2013 05:10:25 GMT

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See ya friendo

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Subject: Re: Goodbye

Posted by [Starbuzz](#) on Fri, 25 Jan 2013 05:38:59 GMT

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zunnie is just gone to grab that big renebaseball bat and return...

#### File Attachments

1) [ZUNNIERENEFAGGOTSKILLERRAMPAGE.png](#), downloaded 1354 times

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Subject: Re: Goodbye

Posted by [Gen\\_Blacky](#) on Fri, 25 Jan 2013 09:48:12 GMT

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heh why is he leaving?

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Subject: Re: Goodbye

Posted by [Sean](#) on Fri, 25 Jan 2013 12:36:38 GMT

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Bye Zunnie, you take care.

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Subject: Re: Goodbye

Posted by [Ethenal](#) on Sat, 26 Jan 2013 15:05:14 GMT

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peace

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Subject: Re: Goodbye

Posted by [zeratul](#) on Wed, 30 Jan 2013 23:05:22 GMT

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Cya

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**Subject: Re: Goodbye**  
Posted by [halo2pac](#) on Sun, 03 Feb 2013 00:51:59 GMT  
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Best of luck with your endeavors!

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**Subject: Re: Goodbye**  
Posted by [Jerad2142](#) on Thu, 07 Feb 2013 23:57:10 GMT  
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Huh, I wouldn't think one would just say "Goodbye!" after doing so much work on a game, I'd at least type a paragraph to bore people at least.

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**Subject: Re: Goodbye**  
Posted by [ehhh](#) on Fri, 08 Feb 2013 08:36:59 GMT  
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think he's just leaving the forum

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cos mad

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**Subject: Re: Goodbye**  
Posted by [Aircraftkiller](#) on Sat, 09 Feb 2013 07:57:46 GMT  
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Good riddance. All of his maps looked like rehashed piles of shit. You'd think the least he could do is try turning the default palm trees so 400 of them aren't all facing the same direction.

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**Subject: Re: Goodbye**  
Posted by [liquidv2](#) on Sat, 09 Feb 2013 20:39:46 GMT  
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do you have an inflatable tree that you have sex with or something? god almighty

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**Subject: Re: Goodbye**  
Posted by [-TLS-DJ-EYE-K](#) on Mon, 11 Feb 2013 13:48:02 GMT

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Aircraftkiller wrote on Sat, 09 February 2013 08:57Good riddance. All of his maps looked like rehashed piles of shit. You'd think the least he could do is try turning the default palm trees so 400 of them aren't all facing the same direction.

Go diaf Schwuchtel

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**Subject: Re: Goodbye**  
Posted by [ehhh](#) on Mon, 11 Feb 2013 13:51:50 GMT

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mad

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**Subject: Re: Goodbye**  
Posted by [liquidv2](#) on Mon, 11 Feb 2013 20:04:30 GMT

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i haven't seen any of the maps Zunnie made  
while ACK may be correct, i don't think it matters  
Renegade itself looks like a shit pile, and we've all just grown used to it over the past 11+ years  
i don't think anyone is hung up over Renegade because of the beautiful graphics

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**Subject: Re: Goodbye**  
Posted by [ehhh](#) on Tue, 12 Feb 2013 08:22:07 GMT

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you've never played some of the maps on ultra

tetris looks better

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**Subject: Re: Goodbye**  
Posted by [-TLS-DJ-EYE-K](#) on Wed, 13 Feb 2013 07:54:35 GMT

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ehhh wrote on Tue, 12 February 2013 09:22you've never played some of the maps on ultra

tetris looks better

Then go play Tetris, noone forces you to play NewMaps Noobi.

---

Subject: Re: Goodbye

Posted by [braner101](#) on Wed, 13 Feb 2013 10:18:59 GMT

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-TLS-DJ-EYE-K wrote on Wed, 13 February 2013 00:54ehhh wrote on Tue, 12 February 2013 09:22you've never played some of the maps on ultra

tetris looks better

Then go play Tetris, noone forces you to play NewMaps Noobi.

tetris seems like to easy

<http://www.youtube.com/watch?v=AHT05PxCr98>

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Subject: Re: Goodbye

Posted by [Starbuzz](#) on Wed, 13 Feb 2013 17:18:02 GMT

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I think zunni's being blamed for shit. This is not entirely fair. Could his maps have been improved graphics-wise? Sure...I told him to do something about the blue sky as it was too plain. Could he have made the rows of palm trees more natural-looking and uneven? I think so. I can list a lot of graphical improvements to his maps. With the right textures and their application, zunni has the possibility of making his maps come up to the quality of the Level 1 map of Serious Sam: The First Encounter. That's some serious potential and he laid the groundwork for it.

But his maps were unique...a ship in the middle, scattered bases across the islands instead of the same rehashed shit of bases being opposite each other with lots of random shit in between. I call them "chopped cock maps" or CCM's for short LMFAO!

But really, I think people are missing the point. Many of his island-style tropical maps encouraged thinking and were incredibly fun. In fact, it was the design of his maps that re-ignited my love for flying Orcas and Apaches again; so many cliffs to hide in and able to sneak.

Some of zunni's maps are also very nice gameplay-wise when a beacon flyer tries over and over to eventually find a path that works very well to kill a building. I had incredible fun on one of his maps learning to do that. Sure, once you figure it out, you got to keep it a secret but it's things like that I really enjoy.

The idea of tricking the base defenses and forging a path to a building is not new but I like maps that let you do that to a certain extent.

We have lots of good-looking custom maps in Renegade which in the end are just lame ass CCM's with no new design-concepts which provide innovation in gameplay.

edit: typos

## File Attachments

1) [Renegade\\_CCM\\_Layout.png](#), downloaded 503 times

