
Subject: GreatWall by ImperialKaskins
Posted by [zunnie](#) on Tue, 25 Jun 2013 05:00:37 GMT
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A cool map in the works designed by ImperialKaskins:

Video: http://www.youtube.com/watch?v=FKRYvz6UWrY&feature=c4-overview&list=UUcE_8hf3MpEk-eNhJvdaZRg

Screenshot:

Toggle Spoiler

Subject: Re: GreatWall by ImperialKaskins
Posted by [BAGUETTE](#) on Tue, 25 Jun 2013 14:49:59 GMT
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Can't see the map, only the Zeppelin, airship looks good though, apart from cant read any of the text, having "MPF" on everything just ruins things

Not because its MPF but because it doesn't fit in with the GDI team at all, or Nod for that matter

Subject: Re: GreatWall by ImperialKaskins
Posted by [Ethenal](#) on Tue, 25 Jun 2013 14:57:26 GMT
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The Zeppelin is GDI-only I think, which is kinda odd (there seem to be no other flying vehicles from what I could tell, though someone mentioned a Hind helicopter?)

The map is quite cool with all the vehicles and such but the gameplay isn't exactly scintillating

Subject: Re: GreatWall by ImperialKaskins
Posted by [Generalcamo](#) on Tue, 25 Jun 2013 15:09:47 GMT
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Yeah, remove the MPF logo on the texture. It really doesn't look good.

Subject: Re: GreatWall by ImperialKaskins
Posted by [Xpert](#) on Tue, 25 Jun 2013 16:30:14 GMT
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Do you guys seriously have to tag every map with the MPF logo?

You guys even tagged C&C_Crevasse with the logo and it wasn't even designed by you guys.

Subject: Re: GreatWall by ImperialKaskins
Posted by [zunnie](#) on Tue, 25 Jun 2013 16:37:35 GMT
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It's a simple decal advertising thing i made, i did not touch the maps themselves

Subject: Re: GreatWall by ImperialKaskins
Posted by [ehhh](#) on Tue, 25 Jun 2013 16:52:55 GMT
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do you know what advertising is

Subject: Re: GreatWall by ImperialKaskins
Posted by [bigjimer34](#) on Tue, 25 Jun 2013 17:26:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ethenal wrote on Tue, 25 June 2013 09:57The Zeppelin is GDI-only I think, which is kinda odd (there seem to be no other flying vehicles from what I could tell, though someone mentioned a Hind helicopter?)

Actually, the zeppelin can be captured by either team simply by owning the control point for the zeppelin pad. Yes there is also a gunship which is pretty cool. There is also a titan your team can capture that has an ion gun which is really fun to use! The map looks nice and is fun to play. I do like it.

Subject: Re: GreatWall by ImperialKaskins
Posted by [Ethenal](#) on Tue, 25 Jun 2013 19:11:23 GMT
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bigjimer34 wrote on Tue, 25 June 2013 12:26Ethenal wrote on Tue, 25 June 2013 09:57The Zeppelin is GDI-only I think, which is kinda odd (there seem to be no other flying vehicles from what I could tell, though someone mentioned a Hind helicopter?)

Actually, the zeppelin can be captured by either team simply by owning the control point for the zeppelin pad. Yes there is also a gunship which is pretty cool. There is also a titan your team can capture that has an ion gun which is really fun to use! The map looks nice and is fun to play. I do like it.

Oohh, cool! I didn't figure that whole aspect out (obviously), but I knew someone mentioned a Hind.

Subject: Re: GreatWall by ImperialKaskins
Posted by [ehhh](#) on Tue, 25 Jun 2013 19:18:29 GMT
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never liked the control points thing

Subject: Re: GreatWall by ImperialKaskins
Posted by [Good-One-Driver](#) on Tue, 25 Jun 2013 22:26:41 GMT
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lol ugly hud

Subject: Re: GreatWall by ImperialKaskins
Posted by [Xpert](#) on Wed, 26 Jun 2013 00:09:46 GMT
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Good-One-Driver wrote on Tue, 25 June 2013 18:26lol ugly hud

It's a default hud with just colors added to the health bar.

Looks better than 90% of your creations

Subject: Re: GreatWall by ImperialKaskins
Posted by [Tupolev TU-95 Bear](#) on Wed, 26 Jun 2013 00:18:31 GMT
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The Hind gunship, is it the one from Renegade 2?

Subject: Re: GreatWall by ImperialKaskins
Posted by [Good-One-Driver](#) on Thu, 27 Jun 2013 07:24:11 GMT
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Xpert wrote on Tue, 25 June 2013 17:09Good-One-Driver wrote on Tue, 25 June 2013 18:26lol ugly hud

It's a default hud with just colors added to the health bar.

Looks better than 90% of your creations

LOL look at it again.

Subject: Re: GreatWall by ImperialKaskins
Posted by [Generalcamo](#) on Thu, 27 Jun 2013 14:30:54 GMT
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zunnie wrote on Tue, 25 June 2013 12:37It's a simple decal advertising thing i made, i did not touch the maps themselves
I think you already advertised enough if your players are in the server, since those would be the ones playing the map.

Also, you are touching other people's work putting MPF logos in their map? I'm sure most would agree that it is disrespectful of the original map creator. Even if you didn't touch the mesh itself.

Subject: Re: GreatWall by ImperialKaskins
Posted by [ehhh](#) on Thu, 27 Jun 2013 14:45:27 GMT
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there's like 3 servers, i'm pretty sure there know its mpf

Subject: Re: GreatWall by ImperialKaskins
Posted by [Aircraftkiller](#) on Sat, 29 Jun 2013 01:33:10 GMT
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I don't recall giving you permission to vomit your logo all over my creations.

Subject: Re: GreatWall by ImperialKaskins
Posted by [Ethenal](#) on Sat, 29 Jun 2013 02:32:14 GMT
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Aircraftkiller wrote on Fri, 28 June 2013 20:33I don't recall giving you permission to vomit your logo all over my creations.
LOL

Subject: Re: GreatWall by ImperialKaskins
Posted by [-TLS-DJ-EYE-K](#) on Sat, 29 Jun 2013 06:58:40 GMT

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Aircraftkiller wrote on Sat, 29 June 2013 03:33I don't recall giving you permission to vomit your logo all over my creations.

Unfort. u havnt fixed any of ur map glitches yet, so others have to start doing it, any chance u spend some of ur rare freetime to do atleast once something usefull ACK?

Subject: Re: GreatWall by ImperialKaskins
Posted by [FeaR](#) on Sat, 29 Jun 2013 08:02:08 GMT

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Aircraftkiller wrote on Fri, 28 June 2013 18:33I don't recall giving you permission to vomit your logo all over my creations.

well we had to spice your creations a bit up ,so we had to vomit on them

And furthermore we do not touch the map itself, but just place a decal on it like lots of other games like CS:S, Call Of Duty etc..

Subject: Re: GreatWall by ImperialKaskins
Posted by [Aircraftkiller](#) on Sat, 29 Jun 2013 16:08:37 GMT

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ehhh wrote on Thu, 27 June 2013 10:45There's like 3 servers, I'm pretty sure they know its "MPF".

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Subject: Re: GreatWall by ImperialKaskins
Posted by [Generalcamo](#) on Sat, 29 Jun 2013 16:08:46 GMT

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FeaR wrote on Sat, 29 June 2013 04:02Aircraftkiller wrote on Fri, 28 June 2013 18:33I don't recall giving you permission to vomit your logo all over my creations.
so we had to vomit on them

And furthermore we do not touch the map itself
These two sentences just doesn't make sense. How can you add something to the map while not touching it? Adding server-side code doesn't count, that is still touching it.

Subject: Re: GreatWall by ImperialKaskins
Posted by [zunnie](#) on Sat, 29 Jun 2013 16:41:42 GMT
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lol

Subject: Re: GreatWall by ImperialKaskins
Posted by [FeaR](#) on Sat, 29 Jun 2013 16:42:57 GMT
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generalcamo wrote on Sat, 29 June 2013 09:08FeaR wrote on Sat, 29 June 2013 04:02Aircraftkiller wrote on Fri, 28 June 2013 18:33I don't recall giving you permission to vomit your logo all over my creations.
so we had to vomit on them

And furthermore we do not touch the map itself
These two sentences just doesn't make sense. How can you add something to the map while not touching it? Adding server-side code doesn't count, that is still touching it.

it makes alot of sense, only you dont get it it seems.
adding a serverside code wont change anything on the map or its meshes. the code just makes the decal float on the map on a certain position. when you download the map itself it doesnt have anything added to it.

Subject: Re: GreatWall by ImperialKaskins
Posted by [Aircraftkiller](#) on Sat, 29 Jun 2013 18:28:13 GMT
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ehhh wrote on Thu, 27 June 2013 10:45There's like 3 servers, I'm pretty sure they know its "MPF".

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Subject: Re: GreatWall by ImperialKaskins
Posted by [-TLS-DJ-EYE-K](#) on Sat, 29 Jun 2013 18:35:02 GMT
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Instead of beeing butthurt, you could spend some time to fix your Map glitches ACK?

Subject: Re: GreatWall by ImperialKaskins
Posted by [Aircraftkiller](#) on Sat, 29 Jun 2013 18:47:52 GMT
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Aircraftkiller wrote on Sat, 29 June 2013 14:28ehhh wrote on Thu, 27 June 2013 10:45There's like 3 servers, I'm pretty sure they know its "MPF".

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Subject: Re: GreatWall by ImperialKaskins
Posted by [Xpert](#) on Sun, 30 Jun 2013 00:05:29 GMT
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-TLS-DJ-EYE-K wrote on Sat, 29 June 2013 14:35 Instead of beeing butthurt, you could spend some time to fix your Map glitches ACK?

You seriously need to find something to do. This sentence got old, a long time ago.

The man works full time at his career doing this kind of stuff (infact better) and makes money for doing it. I would prefer that any day over working on an 11+ year old game fixing map bugs that can easily be done by anyone who gives a fuck enough. Since you care DJ, maybe you should learn how to actually work on something related to Renegade to get a better understanding of it and learn how to make a map.

Then again, everything I said was very logical but none of it you would understand because you're too ignorant and too much of a retard because a guy like you only understands naked girls on anime and taking pride in your user name so much that you needed to get it labeled on a T-Shirt.

Subject: Re: GreatWall by ImperialKaskins
Posted by [BAGUETTE](#) on Sun, 30 Jun 2013 02:22:05 GMT
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Xpert wrote on Sat, 29 June 2013 17:05 -TLS-DJ-EYE-K wrote on Sat, 29 June 2013 14:35 Instead of beeing butthurt, you could spend some time to fix your Map glitches ACK?

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BOOM

Subject: Re: GreatWall by ImperialKaskins
Posted by [ehhh](#) on Sun, 30 Jun 2013 02:24:56 GMT
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Instead of beeing butthurt, you could spend some time to fix your terrible sub standard code glitches XPERT?

Subject: Re: GreatWall by ImperialKaskins
Posted by [Xpert](#) on Sun, 30 Jun 2013 03:25:53 GMT
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ehhh wrote on Sat, 29 June 2013 22:24 Instead of beeing butthurt, you could spend some time to fix your terrible sub standard code glitches XPERT?

LMFAO <3

Subject: Re: GreatWall by ImperialKaskins
Posted by [BAGUETTE](#) on Sun, 30 Jun 2013 03:47:03 GMT
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Trist I have found someone you are actually smarter than

Subject: Re: GreatWall by ImperialKaskins
Posted by [Aircraftkiller](#) on Sun, 30 Jun 2013 07:34:51 GMT
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Xpert wrote on Sat, 29 June 2013 20:05-TLS-DJ-EYE-K wrote on Sat, 29 June 2013 14:35 Instead of beeing butthurt, you could spend some time to fix your Map glitches ACK?

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Then again, everything I said was very logical but none of it you would understand because you're too ignorant and too much of a retard because a guy like you only understands naked girls on anime and taking pride in your user name so much that you needed to get it labeled on a T-Shirt.

Lately I've noticed everyone seems to defend me. It's quite unnerving, I'm still trying to get used to it. Next thing I know, people are going to be inviting me to their homes for dinner.

ehhh wrote on Sat, 29 June 2013 22:24 Instead of beeing butthurt, you could spend some time to fix your terrible sub standard code glitches XPERt?

fucking lol

Subject: Re: GreatWall by ImperialKaskins
Posted by [zunnie](#) on Sun, 30 Jun 2013 07:59:46 GMT
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I don't know what ACK has replied since he is on my ignore list.
But it probably nothing good.

I have only one thing to say really: ACK, "your" maps that are actually playable are only the ones that Westwood gave to you years ago.
All of the maps you 100% made yourself are teh suckage lol.
Torpics, DM Center or whatever, Beach, even Fjords plays like shit, sure it looks nice though i'll give you that one.

Subject: Re: GreatWall by ImperialKaskins
Posted by [-TLS-DJ-EYE-K](#) on Sun, 30 Jun 2013 10:36:45 GMT
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zunnie wrote on Sun, 30 June 2013 09:59 I don't know what ACK has replied since he is on my ignore list.
But it probably nothing good.

I have only one thing to say really: ACK, "your" maps that are actually playable are only the ones that Westwood gave to you years ago.
All of the maps you 100% made yourself are teh suckage lol.
Torpics, DM Center or whatever, Beach, even Fjords plays like shit, sure it looks nice though i'll give you that one.

Nothing important, just him beeing butthurt as usual.

Oh, and xperv my intend was never to create or do anything in renegade other than playing the game, instead of ACK who still thinks hes the shit in this game but infact hasnt provided anything usefull in the past besides trolling^^

And its hentai, not anime, anime is stuff like Dragonball Z which is also nice to watch but totally different section. I hope i could teach you something and u can use it in future

Subject: Re: GreatWall by ImperialKaskins

Posted by [iRANian](#) on Sun, 30 Jun 2013 12:24:01 GMT

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ehhh wrote on Sat, 29 June 2013 19:24 Instead of beeing butthurt, you could spend some time to fix your terrible sub standard code glitches XPERT?

*xperv

Subject: Re: GreatWall by ImperialKaskins

Posted by [BAGUETTE](#) on Sun, 30 Jun 2013 13:38:55 GMT

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-TLS-DJ-EYE-K wrote on Sun, 30 June 2013 03:36

And its hentai, not anime, anime is stuff like Dragonball Z which is also nice to watch but totally different section. I hope i could teach you something and u can use it in future

So xpert = xperv, and you post that, ok

DJ + Zunnie, its so obvious that you press reveal post, why bother saying "since blahblah is on my ignore list, il just reply anyway"

Subject: Re: GreatWall by ImperialKaskins

Posted by [Ethenal](#) on Sun, 30 Jun 2013 14:16:57 GMT

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zunnie wrote on Sun, 30 June 2013 02:59 even Fjords plays like shit
stfu

Subject: Re: GreatWall by ImperialKaskins

Posted by [zunnie](#) on Sun, 30 Jun 2013 16:28:13 GMT

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I did not read any of his posts.

Subject: Re: GreatWall by ImperialKaskins

Posted by [ehhh](#) on Sun, 30 Jun 2013 16:29:04 GMT

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compared the map this topic is about, fjords is a brilliant map

Subject: Re: GreatWall by ImperialKaskins
Posted by [Spyder](#) on Sun, 30 Jun 2013 17:44:59 GMT
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zunnie wrote on Sun, 30 June 2013 09:59
All of the maps I 100% made myself are teh suckage lol.

Fixed it.

Subject: Re: GreatWall by ImperialKaskins
Posted by [Generalcamo](#) on Sun, 30 Jun 2013 18:07:43 GMT
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zunnie wrote on Sun, 30 June 2013 03:59 I don't know what ACK has replied since he is on my ignore list.
But it probably nothing good.

I have only one thing to say really: ACK, "your" maps that are actually playable are only the ones that Westwood gave to you years ago.
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Torpics, DM Center or whatever, Beach, even Fjords plays like shit, sure it looks nice though I'll give you that one.
What relation does this have to the topic: Why are you putting MPF logos in every single map? Even ones that are not yours? People will obviously already know that it is the MPF server, as they are playing on it.

Do not give me "it looks cool." It does not look cool in Renegade, as it doesn't fit with the game.

Subject: Re: GreatWall by ImperialKaskins
Posted by [-TLS-DJ-EYE-K](#) on Sat, 06 Jul 2013 06:48:29 GMT
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generalcamo wrote on Sun, 30 June 2013 20:07 zunnie wrote on Sun, 30 June 2013 03:59 I don't know what ACK has replied since he is on my ignore list.
But it probably nothing good.

I have only one thing to say really: ACK, "your" maps that are actually playable are only the ones that Westwood gave to you years ago.
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Do not give me "it looks cool." It does not look cool in Renegade, as it doesn't fit with the game.

still mad cause u aint a mod anymore?

Subject: Re: GreatWall by ImperialKaskins
Posted by [ehhh](#) on Sat, 06 Jul 2013 14:33:12 GMT
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should see the complex one zunnie made

lol...

Subject: Re: GreatWall by ImperialKaskins
Posted by [BAGUETTE](#) on Sat, 06 Jul 2013 17:24:08 GMT
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So he puts MPF on stock renegade maps too, wut.

Just cos Complex is better than every single map you ever created huehuehue

Subject: Re: GreatWall by ImperialKaskins
Posted by [Hypnos](#) on Sat, 06 Jul 2013 19:15:23 GMT
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VuLTiMa wrote on Sat, 06 July 2013 18:24 So he puts MPF on stock renegade maps too, wut.

Just cos Complex is better than every single map you ever created huehuehue

Map of Champions.

Subject: Re: GreatWall by ImperialKaskins
Posted by [BAGUETTE](#) on Sat, 06 Jul 2013 19:20:47 GMT
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Especially if you're on Nod!

Subject: Re: GreatWall by ImperialKaskins
Posted by [ehhh](#) on Sat, 06 Jul 2013 20:44:43 GMT
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different map with the 2-3-2-3 tick

Subject: Re: GreatWall by ImperialKaskins
Posted by [Generalcamo](#) on Sun, 07 Jul 2013 14:06:27 GMT
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-TLS-DJ-EYE-K wrote on Sat, 06 July 2013 02:48
still mad cause u aint a mod anymore?

No, I'm still mad because he can't seem to understand how to improve on his maps, even though I (and a few others over at MPF) have constantly gave him constructive criticism. Yes, they play good, but the maps themselves look terrible.

Making others' maps look worse has just crossed the line.
