
Subject: Question to laeubi!

Posted by [Nodbugger](#) on Tue, 11 Mar 2003 13:40:43 GMT

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Im bot sure if you made this <http://www.game-rulez.net/laeubi/bilder/org/26.jpg> It looks very very similar to <http://www.weapon-hacks.com/325.GIF> at <http://www.weapon-hacks.com>.

Here is another shot.

<http://www.game-rulez.net/laeubi/bilder/org/32.jpg>

It even has the red tape on the magazine.

Subject: Question to laeubi!

Posted by [Sir Phoenixx](#) on Tue, 11 Mar 2003 13:55:09 GMT

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It's an M-16... And an M-16 would surprisingly, believe it or not, look just like another M-16.

And there is an extremely insufficient amount of evidence in any of those screen shots to link laubi's model to any of them.

(and niether of the links to laubi's models show any red tape on the magazine at all...)

Subject: Question to laeubi!

Posted by [Nodbugger](#) on Tue, 11 Mar 2003 14:25:33 GMT

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Sir PhoenixxIt's an M-16... And an M-16 would surprisingly, believe it or not, look just like another M-16.

And there is an extremely insufficient amount of evidence in any of those screen shots to link laubi's model to any of them.

(and niether of the links to laubi's models show any red tape on the magazine at all...)

zoom in on the second one. Mostly on the 3rd person models.

Subject: Question to laeubi!

Posted by [Doitle](#) on Tue, 11 Mar 2003 14:34:11 GMT

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I dunno nodbugger, I took the negative images of both cause for me it's easier to find differences and I don't think their the same gun.

As you can see in that shot, the weapon hacks M16 has a prominent cyan colored strip on the magazine which translates to a red strip in the normal image.

Now in Laubi's that strip is really not there. Look how much it stands out on the Weapon hacks one. That is not the case here. Also just eyeballing it it looks like Laubi's magazine is alot longer.

While this may not have swayed anyone for those two reasons I don't think their the same gun.

Subject: Question to laeubi!

Posted by [laeubi](#) on Tue, 11 Mar 2003 14:38:22 GMT

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Sir PhoenixIt's an M-16... And an M-16 would surprisingly, believe it or not, look just like another M-16.

I must agree

But at the same time I can't say if that are the same wepons, I must agree with you that they look very sillar, but this wepon was made by SpycoArmy so I cant say anything about the decent.

Subject: Question to laeubi!

Posted by [Nodbugger](#) on Tue, 11 Mar 2003 21:38:25 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1578375767>

See zoom in and you can see faint red.

Laeubi, if you have the texture or .w3d can you please post a clear picture of that model. Becuase I have played around with the wepaonhacks one. It is exact. Even the first person one has a texture that was misplaced. He atatched the worgn one cuasing it to distort and be wrong. Id question your teams honesty.

Subject: Question to laeubi!

Posted by [Vegito](#) on Tue, 11 Mar 2003 22:00:57 GMT

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Just wondering is the reason you brought this up to make his mod look bad or actually inform him that his team may be dishonest?

And now I can watch you get offended.

Subject: Question to laeubi!

Posted by [Nodbugger](#) on Tue, 11 Mar 2003 22:03:21 GMT

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VegitoJust wondering is the reason you brought this up to make his mod look bad or actually inform him that his team may be dishonest?

And now I can watch you get offended.

well i Frequently visit there site to see what my competition is. I saw the m16 and noticed it looked very familiar to the one from weapon-hacks.

Subject: Question to laeubi!

Posted by [Vegito](#) on Tue, 11 Mar 2003 22:48:35 GMT

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Plenty fair.

Purty rifle too.

wood looks a little shiny for a sniper rifle though. Not supposed to shine when your trying be hidden. (real life there so it doesnt really apply to the game. Especially since your never really hidden in the game when you snipe anyways.)

Subject: Question to laeubi!

Posted by [laeubi](#) on Wed, 12 Mar 2003 09:35:39 GMT

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I hope this is clear enough:

Subject: Question to laeubi!

Posted by [Aircraftkiller](#) on Wed, 12 Mar 2003 09:37:42 GMT

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Funny that you recycle so much stuff that Westwood made. Hell, almost everything in your mod looks like it's from Westwood. The Hind helicopter is from Westwood, too - you had nothing to do with it at all.

Your mod is a cheap, crappy knockoff, of Red Alert... For shame.

Subject: Question to laeubi!

Posted by [laeubi](#) on Wed, 12 Mar 2003 09:55:01 GMT

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Is that all you can do?

Offend people?

It has nothing to do with the topic :rolleyes:

And don't accuse people for things your doing.

Look at your 'Phase Trnasport' Everybody can see, that this is only an APC with an rocktlauncher.

You 'Cannonboot' is original from Westwood as well.

And the 'V2-launcher' is the original SSM-Launcher from Nod, just another Skin

And I can'T imagine how much stuf you already have recived by Westwood.

So shut your mouth and stop offending me.

Subject: Question to laeubi!

Posted by [Aircraftkiller](#) on Wed, 12 Mar 2003 10:19:11 GMT

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Yeah, all of our structures were ripped off of Westwood and such... Come on, you moron - wake up and smell the reality here.

Red Alert's vehicles were shared with Tiberian Dawn. The SSM in Renegade was the V-2 in Red Alert, so we used it and modified the skin properly, then added the missile launcher and boned it all so it worked correctly in Renegade. Our structures aren't full of Westwood created textures and objects, unlike yours. Our vehicles are mostly created by our own team, or heavily modified to work for Red Alert.

Phase Transport being just the APC? Just the APC?

http://www.cncrenegade.info/redalertmod/images/models/vehicles/PTank_Render.jpg

You make a reskin with new features look that good. I dare you. That was a total reskin and overhaul of the APC. Since you're too fucking stupid to really argue... Just remember the Phase Transport was the Allied APC fitted with a light-refraction device and missile launchers, just like that model.

The Gunboat isn't even finalized yet. That's a placeholder model, and it also has a cannon instead of a box missile launcher. :rolleyes:

The reason I received stuff from Westwood is that they recognized that Renegade Alert is the premier Renegade modification out there... Yours, as I said before, is a crappy knock-off that uses (More like steals) ideas and models, textures too. Sad, sad little fucker.

Where's your infantry, by the way? Where's your vehicles that look professional quality?

Didn't think so...

Subject: Question to laeubi!

Posted by [PiMuRho](#) on Wed, 12 Mar 2003 10:55:55 GMT

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I won't be downloading it.

Your supreme arrogance has put me completely off it. In fact, I've had it with the Renegade "community", which is so petty and small-minded. I'll release my next map, and then that's it.

Bye.

Subject: Question to laeubi!

Posted by [laeubi](#) on Wed, 12 Mar 2003 11:57:35 GMT

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I think you should play RA1. The PhaseTank was NEVER an APC with rocketlauncher. :rolleyes:

Subject: Question to laeubi!

Posted by [Sir Phoenixx](#) on Wed, 12 Mar 2003 13:24:39 GMT

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Laeubil think you should play RA1. The PhaseTank was NEVER an APC with rocketlauncher. :rolleyes:

The phasetank was pretty much just an apc with a rocketlauncher that could cloak. APC stands for Armored Personnel Carrier, which is what the phase tank was.

Oh and that m16 sucks. The skin is really crappy (a really crappy attempt at making a camo m16, and they were never painted with camo, they were black/metalic), and you can clearly see missing faces in certain places on it.

Subject: Question to laeubi!

Posted by [Cebt](#) on Wed, 12 Mar 2003 13:38:02 GMT

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ACK this is not meant to offend anyone but i think you should start to think about what you say or else you could end up that no one even wants to download the mod because of the things you say and once again this was not meant to offend you

Subject: Question to laeubi!
Posted by [PiMuRho](#) on Wed, 12 Mar 2003 14:26:34 GMT
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Sir PhoenixxLaeubil think you should play RA1. The PhaseTank was NEVER an APC with rocketlauncher. :rolleyes:

The phasetank was pretty much just an apc with a rocketlauncher that could cloak. APC stands for Armored Personnel Carrier, which is what the phase tank was.

Oh and that m16 sucks. The skin is really crappy (a really crappy attempt at making a camo m16, and they were never painted with camo, they were black/metalic), and you can clearly see missing faces in certain places on it.

Your cargo truck sucks. 8-sided wheels? Hello, we're not in the Stone Age any more. Your M82a1 looks like Lego, as does the flamethrower. The only good part of the Dragon ATGM is the eyepiece - the rest looks awful. The Haeavy Orca Bomber is far too chunky, the Light Orca Bomber looks terrible, and the Carryall appears deformed.

Subject: Question to laeubi!
Posted by [FreakerVH](#) on Wed, 12 Mar 2003 16:50:48 GMT
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STOP FLAMING!
Hey! Calm down guys!

Subject: Question to laeubi!
Posted by [Aircraftkiller](#) on Wed, 12 Mar 2003 19:46:27 GMT
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PiMuRhol won't be downloading it.

Your supreme arrogance has put me completely off it. In fact, I've had it with the Renegade "community", which is so petty and small-minded. I'll release my next map, and then that's it.

Bye.

Looks like you quit easily. BTW, I ran around in your Gigantomachy map - you really need to work on texturing your levels. I saw so many "Default" planes, and so many stretched out and wrong

looking textures... Your choice of texture would be better if you chose dirt that looked like dirt, and choose a grass that didn't look like astroturf.

Subject: Question to laeubi!

Posted by [Cpo64](#) on Wed, 12 Mar 2003 19:57:06 GMT

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ACK, please check you PM

Subject: Question to laeubi!

Posted by [iscripter](#) on Wed, 12 Mar 2003 20:02:24 GMT

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i always thought a community was for getting help en give help to others, and share things.....

But all ppl here just flame and wanna be the best.. fine! ACK stop flaming and make a better moddel if you think ur good.. stop the flaming and go shoot some ircaq dudes!!

Subject: Question to laeubi!

Posted by [PiMuRho](#) on Wed, 12 Mar 2003 20:05:38 GMT

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AircraftkillerPiMuRhol won't be downloading it.

Your supreme arrogance has put me completely off it. In fact, I've had it with the Renegade "community", which is so petty and small-minded. I'll release my next map, and then that's it.

Bye.

Looks like you quit easily. BTW, I ran around in your Gigantomachy map - you really need to work on texturing your levels. I saw so many "Default" planes, and so many stretched out and wrong looking textures... Your choice of texture would be better if you chose dirt that looked like dirt, and choose a grass that didn't look like astroturf.

Quit easily? Right....I have no interest in being part of a "community" of egotists and children.

BTW - I ran round in your Glacier_Flying map, and you really need work on texturing your levels. I saw so many stratched out and wrong looking texures, not to mention the coloured lighting with no discernible light source, and the alignment errors. You are not in a position to offer me advice about mapping.

Subject: Question to laeubi!

Posted by [Aircraftkiller](#) on Wed, 12 Mar 2003 21:16:31 GMT

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I'm more than aware of that, but the problem is that I can't correct the problems anymore because I can't patch the game.

You, however, can retexture your map and make it look halfway decent. Instead of stretched out mountain textures with astroturf grass, you could change it around, blend textures together more seamlessly with proper UV coordinates, and make your map presentable.

For being someone who depends on level design for a living... How can you put out below-grade stuff like that?

Subject: Question to laeubi!

Posted by [PiMuRho](#) on Wed, 12 Mar 2003 21:27:29 GMT

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For someone that claims to be so good at Renegade mapping, how can you put out 2 or 3 revisions of your maps because of the glaring errors in the first one?

My Renegade maps aren't subject to the same quality control (other than what I impose on myself) that my commercial work is. Renegade mapping is (was) for fun. Renegade maps don't go on my portfolio, commercial work does.

I'm not trying to get at you personally here - but I'm just pissed off with the whole attitude that this "community" exudes - nasty, mean-spirited and childish. I want no part of that at all.

Subject: Question to laeubi!

Posted by [Aircraftkiller](#) on Wed, 12 Mar 2003 21:45:26 GMT

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Because I don't get paid, and I don't have a dedicated beta testing team - so my maps will need updates, like any other map would if bugs were found. Be happy that I take my own time to actually fix errors instead of leave them and move on.

Well, you just answered your own question with that second statement... That's exactly the way it is for me, but I still strive for perfection even if this is for fun.

If you don't like the way the community is, then change it. Don't whine and complain that things aren't going your way - do something about it. Get people to do what you want them to do, and others will follow.

Subject: Question to laeubi!

Posted by [Sir Phoenixx](#) on Wed, 12 Mar 2003 21:50:09 GMT

PiMuRhoYour cargo truck sucks. 8-sided wheels? Hello, we're not in the Stone Age any more. Your M82a1 looks like Lego, as does the flamethrower. The only good part of the Dragon ATGM is the eyepiece - the rest looks awful. The Haeavy Orca Bomber is far too chunky, the Light Orca Bomber looks terrible, and the Carryall appears deformed.

Lol, someone else who obviously has no clue what he's talking about...

I made it 8-sided by choice dumbass. I didn't think the wheels, which weren't seen by the driver or the passengers, and that noone else would get close enough to see the extra 2-4 sides 90% of the time. If that's the only thing you found wrong with it than I obviously did a good job on it.
:rolleyes:

You obviously have never seen the real Berrett M82a1 before, or a real flamethrower. :rolleyes:
(The Official M82a1 page, The Berrett) and the real world flame
thrower:(<http://planetcnc.com/phx/stuff/flamethrower.jpg>)

You've obviously have never seen the Dragon ATGM before either...
<http://planetcnc.com/phx/stuff/dragonatgm.jpg>, the only thing I didn't include was that bipod like
thing...

And lol... You've obviously never seen the old Tiberian Sun orca bomber before either...
http://planetcnc.com/phx/stuff/orcabomber_ref.jpg, the only thing I didn't include were those side
engine intakes and the bottom cockpit canopy.

Or the orca bomber that was put into Tiberian Sun either...

Or the Tiberian Sun orca carryall...
(orca carry all)

Lol, Another example of an ignorant child who won't even do even the slightest bit of research to
back him up! :rolleyes:

Subject: Question to laeubi!
Posted by [PiMuRho](#) on Wed, 12 Mar 2003 22:09:56 GMT
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Oh, please. Don't start with the "ignorant child" rubbish. Trying to patronise someone via their age
when you quite plainly don't know it just makes you look stupid.

My comments on your models were a direct response to your pointless and unsubstantiated
remark about my work being "second rate" If you attack someone's work, you have to expect the
same back.

I don't have a problem with any of your models (although I think wheels should have more than 8
sides)

If I really wanted to attack your work, I would have put a lot more time into it than the two sentences that I used.

Subject: Question to laeubi!

Posted by [Vegito](#) on Wed, 12 Mar 2003 22:19:10 GMT

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Quote:Because I don't get paid, and I don't have a dedicated beta testing team - so my maps will need updates, like any other map would if bugs were found. Be happy that I take my own time to actually fix errors instead of leave them and move on.

Are you serious about that?

If so Ill spend as much time as you want me to testing your maps for errors to fix that problem.I figured they were there cause you were too lazy to fix them.

Subject: Question to laeubi!

Posted by [Nodbugger](#) on Wed, 12 Mar 2003 22:50:12 GMT

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Laeubil hope this is clear enough:

I hate to say it but I was right. It was ripped off of that website.

Subject: Question to laeubi!

Posted by [Nodbugger](#) on Wed, 12 Mar 2003 22:51:26 GMT

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Dont let anyone see this! thats Was made by Gibson.

Subject: Question to laeubi!

Posted by [Sir Phoenixx](#) on Thu, 13 Mar 2003 02:35:56 GMT

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PiMuRhoOh, please. Don't start with the "ignorant child" rubbish. Trying to patronise someone via their age when you quite plainly don't know it just makes you look stupid.

My comments on your models were a direct response to your pointless and unsubstantiated remark about my work being "second rate" If you attack someone's work, you have to expect the same back.

I don't have a problem with any of your models (although I think wheels should have more than 8 sides)

If I really wanted to attack your work, I would have put a lot more time into it than the two sentences that I used.

It was unsubstantiated? You spamed links to screenshots of your Construction Yard and Hand of Nod, clearly off topic, in my thread asking if anyone knew of any Tiberian Dawn mods that are currently in the works.

And I didn't attack your work. I didn't go off saying "oh your work sucks, it's crap, I obviously don't really think they're crap, i'm just saying this out of revenge, with no other reason at all." I wouldn't have said they were "second rate" if I didn't think they were. That HoN is clearly poorly done, it's just really blocky. The con yard is a little better though.

And if you don't like being called an "ignorant child" than don't act like one.

Subject: Question to laeubi!

Posted by [PiMuRho](#) on Thu, 13 Mar 2003 08:27:21 GMT

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Sir PhoenixxPiMuRhoOh, please. Don't start with the "ignorant child" rubbish. Trying to patronise someone via their age when you quite plainly don't know it just makes you look stupid.

My comments on your models were a direct response to your pointless and unsubstantiated remark about my work being "second rate" If you attack someone's work, you have to expect the same back.

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And if you don't like being called an "ignorant child" than don't act like one.

I pasted 3 links in response to the comment someone made that there wasn't much source material for Tiberian Dawn. I don't recall forcing you to click on them. If I was trying to spam, I would have done it as inline images, not links. Your attack would have come regardless of the quality of the models because you didn't like someone "spamming" your thread. These are public forums. My post was on-topic (as explained above). Stop being childish.

Your opinion of those models is meaningless anyway, as they're both works in progress, as part of the Tiberian Dawn mod I was working on (oh look! On topic again!). They haven't been released or used in a map yet, because they're not finished. So nice try.

Subject: Question to laeubi!

Posted by [Sir Phoenixx](#) on Thu, 13 Mar 2003 14:02:32 GMT

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PiMuRhol pasted 3 links in response to the comment someone made that there wasn't much source material for Tiberian Dawn. I don't recall forcing you to click on them. If I was trying to spam, I would have done it as inline images, not links. Your attack would have come regardless of the quality of the models because you didn't like someone "spamming" your thread. These are public forums. My post was on-topic (as explained above). Stop being childish.

Your opinion of those models is meaningless anyway, as they're both works in progress, as part of the Tiberian Dawn mod I was working on (oh look! On topic again!). They haven't been released or used in a map yet, because they're not finished. So nice try.

The reply you are referring to:

Sk8rRIMukIt would be kool if somebody was to do a RA2 mod aswell...

A tib dawn mod would be kool aswell I would like to see those units come alive not really that much to look at when making the models though.

-Sk8rRIMuk

He said there weren't that many references to make TD models. So why would you than post pictures of your models? Why not references to prove him wrong? Besides to spam your models in someone else's thread.

It wasn't on topic, the only way it was is that it was about some td models, other than that...

Subject: Question to laeubi!

Posted by [PiMuRho](#) on Thu, 13 Mar 2003 14:16:34 GMT

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You seem fairly obsessed with me "spamming my models" in your thread. I chose to post links to

them, rather than just say "yes, I've done some work on a TD mod", because that's the way I do things. I had no desire to "prove him wrong" - I don't work like that. As far as I'm concerned, and the spirit in which I posted it, it was entirely on-topic.

I don't need approval for my work, or to have people praising it. The links were there to be informative. I'm not shamelessly self-promoting. Your signature, that appears on every post you make regardless of topic, is far more "spamming" than the 3 links I posted.

Anyway, this entire argument is pointless. You have your opinion, and I have mine. Neither of us is going to change the other's mind, so let's just drop it.

Subject: Question to laeubi!

Posted by [Sir Phoenixx](#) on Thu, 13 Mar 2003 20:41:40 GMT

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PiMuRhoYou seem fairly obsessed with me "spamming my models" in your thread. I chose to post links to them, rather than just say "yes, I've done some work on a TD mod", because that's the way I do things. I had no desire to "prove him wrong" - I don't work like that. As far as I'm concerned, and the spirit in which I posted it, it was entirely on-topic.

At first you said you were posting those links because Sk8 said there weren't that many references to make TD models. Now which is it?

PiMuRhol pasted 3 links in response to the comment someone made that there wasn't much source material for Tiberian Dawn.

And just posting those three links was not on topic. I didn't ask for screens, I asked if there were anyone who knew if a Tiberian Dawn mod was in the production. You just had to advertise your models, with nothing else, you could have at least said something like: "Yeah I'm already working on a TD mod, here's somethings that I've done for it.... " with the screenshots, than I would have had no problem.

PiMuRhol don't need approval for my work, or to have people praising it. The links were there to be informative. I'm not shamelessly self-promoting. Your signature, that appears on every post you make regardless of topic, is far more "spamming" than the 3 links I posted.

Lol... :rolleyes:

Signatures have nothing to do with anything at all... :rolleyes:

Attacking signatures now? You have a link to some little halflife mod in your signature, regardless of what the topic is, your always "spamming" with that signature. Thank you for another stupid comment. :rolleyes:

Subject: Question to laeubi!

Posted by [bigwig992](#) on Thu, 13 Mar 2003 20:56:17 GMT

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Fight.

Subject: Question to laeubi!

Posted by [PiMuRho](#) on Thu, 13 Mar 2003 21:01:54 GMT

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Ok, so obviously you don't want to drop it. How petty.

Quote:At first you said you were posting those links because Sk8 said there weren't that many references to make TD models. Now which is it?

Read it again. I said both reasons in my earlier post.

Quote:And just posting those three links was not on topic. I didn't ask for screens, I asked if there were anyone who knew if a Tiberian Dawn mod was in the production. You just had to advertise your models, with nothing else, you could have at least said something like: "Yeah I'm already working on a TD mod, here's some things that I've done for it.... " with the screenshots, than I would have had no problem.

Firstly, I wasn't "advertising" anything. I posted links to 3 pictures that are quite obviously related to Tiberian Dawn. What exactly was I "advertising"? These are public forums. People can post how they want. You just don't like the way I posted it, because of the lack of accompanying text. As you now know the context in which I posted, what exactly is your problem?

Quote:Signatures have nothing to do with anything at all... icon_rolleyes.gif
Attacking signatures now? You have a link to some little halflife mod in your signature, regardless of what the topic is, your always "spamming" with that signature. Thank you for another stupid comment. icon_rolleyes.gif

Do try and keep up. I'm not attacking anyone's signature. I was making the comment that my 3 links were no more "spamming" than your signature.

Are you actually going to drop this now, or insist on dragging it out further in a childish manner?

Subject: Question to laeubi!

Posted by [Sir Phoenixx](#) on Thu, 13 Mar 2003 21:25:37 GMT

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PiMuRhoOk, so obviously you don't want to drop it. How petty.

Lol... Obviously you don't want me to drop it, you want to keep on going. If you want this to be stopped why do you come back with all this? I'm not going to stop and just do nothing while you come back with these stupid comments. You want me to stop than stop throwing out these lame

comments.

PiMuRhoQuote:Signatures have nothing to do with anything at all... icon_rolleyes.gif
Attacking signatures now? You have a link to some little halflife mod in your signature, regardless of what the topic is, your always "spamming" with that signature. Thank you for another stupid comment. icon_rolleyes.gif

Do try and keep up. I'm not attacking anyone's signature. I was making the comment that my 3 links were no more "spamming" than your signature.

Stop trying to twist everything around your way. You said the links in my sig are FAR MORE SPAMMING than your posting links. The signatures aren't spam, so your arguement about my signature being more spam than your posting links is null and void.

PiMuRhoAre you actually going to drop this now, or insist on dragging it out further in a childish manner?

I'm not dragging this thing out any, you are. You say how I should drop this, than turn around and continue on going. Say you want this to be dropped, than insult me.

Subject: Question to laeubi!

Posted by [PiMuRho](#) on Thu, 13 Mar 2003 21:41:00 GMT

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Sir Phoenixx

Lol... Obviously you don't want me to drop it, you want to keep on going. If you want this to be stopped why do you come back with all this? I'm not going to stop and just do nothing while you come back with these stupid comments. You want me to stop than stop throwing out these lame comments.

You obviously have no intention of dropping it. My comments are no more "lame" than yours. I had stopped, as evidenced by me saying "let's just drop it". You then continued.

Sir Phoenixx

Stop trying to twist everything around your way. You said the links in my sig are FAR MORE SPAMMING than your posting links. The signatures aren't spam, so your arguement about my signature being more spam than your posting links is null and void.

Ok, if you say so. You refuse to even vaguely comprehend what I've said. I compared my 3 links to the numerous ones in your signature to show that I wasn't "spamming". That isn't twisting anything - it's exactly what I said. Stating that it's "null and void" is an opinion of yours, not a fact.

Sir Phoenixx]

I'm not dragging this thing out any, you are. You say how I should drop this, than turn around and continue on going. Say you want this to be dropped, than insult me.

Read above. I said I wanted to drop it, then you continued. If you want to drop it, then I suggest we both do so now.

Subject: Question to laeubi!

Posted by [laeubi](#) on Thu, 13 Mar 2003 21:43:27 GMT

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NodbuggerDont let anyone see this! thats Was made by Gibson.

I'm really sorry, somebody contacted me, and said he made this.
I'll contact him and see what he say's but hes not online at the moment so you ahve to wait.

Subject: Question to laeubi!

Posted by [Sir Phoenixx](#) on Thu, 13 Mar 2003 21:56:46 GMT

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PiMuRhoYou obviously have no intention of dropping it. My comments are no more "lame" than yours. I had stopped, as evidenced by me saying "let's just drop it". You then continued.

You're obviously not a mind reader, so you have no clue what my intentions are.

You said to drop it, than you continued right on with the rest of your reply. You didn't stop, if you would have the rest of that reply wouldn't be there. And I'm not going to sit here and not do anything while you continue to insult me in your replies, if you stop I'll stop.

Subject: Question to laeubi!

Posted by [PiMuRho](#) on Thu, 13 Mar 2003 22:05:01 GMT

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Sir PhoenixxPiMuRhoYou obviously have no intention of dropping it. My comments are no more "lame" than yours. I had stopped, as evidenced by me saying "let's just drop it". You then continued.

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Because I can see this is going to go on forever, and you're not going to be happy unless you have the last word, I'm not going to respond beyond this, so revel in it if you so desire.

No, I don't know what your intentions are. I can only go off your actual actions. I have twice posted that I was willing to stop it, and then you replied. The first time I said it was at the end of my post. I made no further reply, and left the ball entirely in your court. You replied. In my next post, I again stated that I was willing to drop it, and you replied again

As for insults, who insulted who first?

Feel free to reply how you want - I'm past caring. We're arguing about something that is both petty and pointless. No-one is "winning". It's just gainsay after gainsay. As far as I'm concerned, it ends here. For what it's worth, it's been fun - better than arguing with the type of moron that can only respond with direct verbal insults and abusive language. I salute you

Subject: Question to laeubi!

Posted by [Sir Phoenixx](#) on Thu, 13 Mar 2003 22:29:38 GMT

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At Ease Private.
