Subject: C&C Meltdown
Posted by OrcaPilot26 on Fri, 28 Feb 2003 03:06:50 GMT
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Location: South West Germany
Local Time: 4:27 AM
Theatre:Temprate
Situation: Nod commandos have successfully attacked Nuclear Reactor TX-1448. Coolant system and control rods damaged. Lethal radiation detected throughout facility. All staff and workers dead. Nod landing craft at beach.

Recon images follow:

Subject: wow
Posted by Griever92 on Fri, 28 Feb 2003 03:09:40 GMT
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Looks Great, Hope to see it soon

Subject: C&C Meltdown
Posted by Ingrownlip on Fri, 28 Feb 2003 03:12:14 GMT
View Forum Message <> Reply to Message

The lighting colors are great

Subject: C&C Meltdown
Posted by Aircraftkiller on Fri, 28 Feb 2003 03:44:02 GMT
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Please try not to do things the AllGusto way; making them look better than they actually are. Storylines are not necessary either, they make what you're doing look very cheesy.

My advice to you is to Just show screenshots that show off how the map actually is, without glorifying it. I am easily irritated by people like AllGusto and his kind.

Subject: C&C Meltdown
Posted by Vegito on Fri, 28 Feb 2003 04:08:17 GMT
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Quote:Please try not to do things the AllGusto way; making them look better than they actually are.

Till he releases it theres no way to know for sure that it isnt that good though.

 <-----Stupid emoticon.

Subject: C&C Meltdown
Posted by LTKirovy on Fri, 28 Feb 2003 04:57:29 GMT
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Looks good. You gotta admit, AllGusto was damn good at making maps look ownage   :sarcasm:

Subject: C&C Meltdown
Posted by coolmant on Fri, 28 Feb 2003 05:03:19 GMT
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ETA on release? MMM good Renegade maps...

Subject: C&C Meltdown
Posted by Aircraftkiller on Fri, 28 Feb 2003 05:06:29 GMT
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LTKirovyLooks good. You gotta admit, AllGusto was damn good at making maps look ownage :sarcasm:

I know that was a joke. He was not able to do anything but put out a few screenshots and claim it was the best thing since Country Meadows.

Fortunately I was there to rectify the situation.

Subject: C&C Meltdown
Posted by Cpo64 on Fri, 28 Feb 2003 05:07:32 GMT
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What form of game play is it? I realy don't understand the point of the map, no offence. I guess I will just have to wait and see

---

Subject: C&C Meltdown
Posted by Rich[HN] on Fri, 28 Feb 2003 12:11:47 GMT
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ACK does have a point there!

The map looks great and Ocra is a good modder/mapper!

Subject: C&C Meltdown
Posted by OrcaPilot26 on Fri, 28 Feb 2003 12:15:14 GMT
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AircraftkillerLTKirovyLooks good. You gotta admit, AllGusto was damn good at making maps look ownage   :sarcasm:

I know that was a joke. He was not able to do anything but put out a few screenshots and claim it was the best thing since Country Meadows.

Fortunately I was there to rectify the situation.

I have not made any claims of how good this map is, but I have put a lot off work and effort into it already and It WILL be released.

Subject: C&C Meltdown
Posted by Halo38 on Fri, 28 Feb 2003 14:40:07 GMT
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wwwwwwwwwwwwwwwwwwooooooooooooooooooooowwwwwwwwwwwwwwwww the lighting!!

and ACK that logo in your sig is way to big.

Subject: C&C Meltdown
Posted by OrcaPilot26 on Fri, 28 Feb 2003 15:43:09 GMT
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I can't give an exact release date but the beta of the map should be finished within a day or so, testing might take a while because there is a lot of balancing issues.

Subject: C&C Meltdown
Posted by Havocman on Fri, 28 Feb 2003 18:47:54 GMT
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Man i Can't Wait.. What is that Last pic? The Reactor or something? I don't know.

Oh and Halo.   I Found The Simly you wanted

Subject: C&C Meltdown
Posted by OrcaPilot26 on Fri, 28 Feb 2003 19:12:21 GMT
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HavocmanMan i Can't Wait.. What is that Last pic? The Reactor or something? I don't know.

  Yes it is the reactor, well...part of the reactor

Subject: C&C Meltdown
Posted by OrcaPilot26 on Fri, 28 Feb 2003 20:54:47 GMT
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AircraftkillerPlease try not to do things the AllGusto way; making them look better than they
actually are. Storylines are not necessary either, they make what you're doing look very cheesy.

wait a second, those pictures are straight out of leveledit, how could they make the map look
better than it really is.

Subject: C&C Meltdown
Posted by snipefrag on Fri, 28 Feb 2003 21:06:29 GMT
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DONT listern to ack orcapilot it looks brilliant and a storyline gives a bit of meaning to it.

Subject: C&C Meltdown
Posted by Havocman on Fri, 28 Feb 2003 22:39:46 GMT
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OrcaPilot26HavocmanMan i Can't Wait.. What is that Last pic? The Reactor or something? I don't
know.

  Yes it is the reactor, well...part of the reactor

Part of the Reactor? :twisted:

Subject: C&C Meltdown
Posted by Aircraftkiller on Fri, 28 Feb 2003 22:56:58 GMT
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OrcaPilot26AircraftkillerPlease try not to do things the AllGusto way; making them look better than they actually are. Storylines are not necessary either, they make what you're doing look very cheesy.

wait a second, those pictures are straight out of leveledit, how could they make the map look better than it really is.

You know what I mean... The overdramatic presentation of a map. The needless storyline that no one really reads to begin with. Etcetera...

Subject: C&C Meltdown
Posted by PiMuRho on Fri, 28 Feb 2003 23:02:54 GMT
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Considering that Westwood are renowned for heavily touching up their screenshots, this discussion is a tad ironic.

Subject: C&C Meltdown
Posted by Aircraftkiller on Fri, 28 Feb 2003 23:42:29 GMT
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He isn't Westwood, now is he?

Subject: C&C Meltdown
Posted by OrcaPilot26 on Sat, 01 Mar 2003 00:13:10 GMT
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Quote:C&C Tropics Readme:
  This small island off of the Bahamas is being battered by tropical storm Gordon. Heavy winds and rain have been reported and the island has been long since evacuated. A Tiberium meteor has slammed into one of the mountain ridges and is spreading the so-called plant further across the globe.

Now that is not any less a storyline than the one in my original post.

Subject: C&C Meltdown
Posted by OrcaPilot26 on Sat, 01 Mar 2003 00:14:14 GMT

Subject: C&C Meltdown
Posted by Yano on Sat, 01 Mar 2003 01:07:33 GMT

I like the Power Plant, let me know when it is out and I will put it on my website

Subject: C&C Meltdown
Posted by Vegito on Sat, 01 Mar 2003 01:57:02 GMT

I thought some of Acks maps had little backgrounds too.Didnt want to say anything because I wasnt sure.

Subject: C&C Meltdown
Posted by Halo38 on Sat, 01 Mar 2003 13:51:14 GMT

HavocmanMan i Can't Wait.. What is that Last pic? The Reactor or something? I don't know.

Oh and Halo.   I Found The Simly you wanted

:lookround: still cant find it did you link it from another site?

wait doh! doh doh doh doh!   (this smiley needs some work prefer the old one)

Subject: C&C Meltdown
Posted by Havocman on Sat, 01 Mar 2003 15:54:37 GMT

Any Updates Orca?

Subject: C&C Meltdown
Posted by Griever92 on Sat, 01 Mar 2003 22:26:11 GMT

snipefragDONT listern to ack orcapilot it looks brilliant and a storyline gives a bit of meaning to it.

actually, listening to some of what ACK says can be useful, u guys don't have to blast him everytime he posts something.

Subject: C&C Meltdown
Posted by Havocman on Sun, 02 Mar 2003 04:08:41 GMT
View Forum Message <> Reply to Message

HavocmanAny Updates Orca?

Subject: C&C Meltdown
Posted by Rich[HN] on Sun, 02 Mar 2003 11:30:37 GMT
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Hes busy doing the map for us!

Subject: C&C Meltdown
Posted by MoDMaNiA on Sun, 02 Mar 2003 17:43:11 GMT
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Looks good to me, seems very original. I think the storyline gives it some point, in my opinion.

Subject: C&C Meltdown
Posted by forsaken on Sun, 02 Mar 2003 18:53:49 GMT
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Yeah backgrounds are good especially before a map if released, because it can give us ideas or hints about what we might expect to be in the map.
"Nod commandos have successfully attacked Nuclear Reactor TX-1448."
Well with this we know the reactor is GDI and Nod is the offensive attack force.

"Coolant system and control rods damaged. Lethal radiation detected throughout facility."
This might imply that there are areas in the map where you get that slow burn when you walk in tiberium. Also that main entrances might be destroyed or blocked off and you have to find alternate ways around the reactor.

"All staff and workers dead."
Uh well not sure about this one. Sounds like GDI is all dead except one guy or maybe GDI security force was called but when they got there they were dead. Or maybe this could just be superfluous.

"Nod landing craft at beach."
Gives me that overlord feel except nod is attacking GDI instead of the other way around, and as

---

that first pic orca shows us, we can probably be expecting reinforcements at nod landing craft.

So you see background is good, because it tells us what's or what might be in store for us

---

Subject: C&C Meltdown
Posted by OrcaPilot26 on Sun, 02 Mar 2003 19:41:28 GMT
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I haven't been able to work on the map for a day or so because I wasn't at my home computer. Anyway, here is exactly what I have to do:

1. finish graphical parts of the map.
2. get helipad script to work
3. balancing (beta testing)
4. vis
5. vis bug check (beta testing)

I should be able to get the map out whithin a week at least, at most maybe 2 weeks.

Subject: C&C Meltdown
Posted by Havocman on Sun, 02 Mar 2003 22:00:53 GMT
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get helipad script to work

Contact Dante for that.

Subject: C&C Meltdown
Posted by Havocman on Mon, 03 Mar 2003 03:26:01 GMT
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 I Like Nod :nod::nod:

Subject: C&C Meltdown
Posted by scrinstorm on Mon, 03 Mar 2003 05:52:35 GMT
View Forum Message <> Reply to Message

Edit: This map looks good.

Subject: C&C Meltdown

Posted by Aircraftkiller on Mon, 03 Mar 2003 08:50:27 GMT
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OrcaPilot26Quote:C&C Tropics Readme:
   This small island off of the Bahamas is being battered by tropical storm Gordon. Heavy winds and rain have been reported and the island has been long since evacuated. A Tiberium meteor has slammed into one of the mountain ridges and is spreading the so-called plant further across the globe.

Now that is not any less a storyline than the one in my original post.

It's not a storyline. It's a description of the map, which is the part you so obviously omitted from your quotage.

I don't give preview storylines to maps. They're just maps. I describe what they are, why they are like that, and maybe who helped bring it to become a reality. I don't need to overemphasize what I'm doing, which is one reason why a lot of my work is so popular - people can relate to it and aren't drowned by some storyline they give not-a-shit about.

As for scrinstorm... How can it be your favorite map if it isn't even released yet? I'd like to figure out what's going on inside of some of your minds... :rolleyes:

Subject: C&C Meltdown
Posted by iscripter on Mon, 03 Mar 2003 09:09:43 GMT
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LOL @ ACK, nice map so far!

Subject: C&C Meltdown
Posted by Havocman on Mon, 03 Mar 2003 21:37:44 GMT
View Forum Message <> Reply to Message

Havocman I Like Nod :nod::nod:

^^^^My New Bump^^^^

Subject: C&C Meltdown
Posted by Vegito on Mon, 03 Mar 2003 23:34:29 GMT
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Quote:It's not a storyline. It's a description of the map, which is the part you so obviously omitted from your quotage.

Yeah big difference between your story and his story.Only difference I see is that you dont want to

call it a story and he doesnt care.

Subject: C&C Meltdown
Posted by scrinstorm on Tue, 04 Mar 2003 00:45:29 GMT
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AircraftkillerAs for scrinstorm... How can it be your favorite map if it isn't even released yet? I'd like to figure out what's going on inside of some of your minds... :rolleyes:

I judge a map by how it looks.

Subject: C&C Meltdown
Posted by Aircraftkiller on Tue, 04 Mar 2003 01:00:27 GMT
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VegitoQuote:It's not a storyline. It's a description of the map, which is the part you so obviously omitted from your quotage.

Yeah big difference between your story and his story.Only difference I see is that you dont want to call it a story and he doesnt care.

Do you even read what is written, or do you look at a few words and believe that's the entire case-in-point? If so, well done, you're a fucking idiot.

The description of the map is just that - the tropical storm part explains why the map has wind that is so powerful - it makes the rain come in at a 45 degree angle, continually shifting its heading as it comes in. That is not a story. It's a description. The description of the Tiberium meteor on the mountain is just that in itself, so...

I just don't see how you can argue at all when you have nothing to argue about - you're wrong, bluntly stated.

Subject: C&C Meltdown
Posted by Vegito on Tue, 04 Mar 2003 01:19:32 GMT
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Yes but you see Im only wrong from your point of view and I could really care less what you think.But nice work witht he name calling it proves your maturity ever so much.

And how does.
Quote:Situation: Nod commandos have successfully attacked Nuclear Reactor TX-1448. Coolant system and control rods damaged. Lethal radiation detected throughout facility. All staff and workers dead. Nod landing craft at beach.

Not explain why the reactor is leaking and the nod boats are sitting off shore or on the beach?Its the same as your saying yours explains why theres wind.

Subject: Re: C&C Meltdown
Posted by Hellweed on Tue, 04 Mar 2003 03:09:53 GMT
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AircraftkillerIt's not a storyline. It's a description of the map, which is the part you so obviously omitted from your quotage.
How about this?[list]Description: Nod commandos have successfully attacked Nuclear Reactor TX-1448. Coolant system and control rods damaged. Lethal radiation detected throughout facility. All staff and workers dead. Nod landing craft at beach.[/list:u]There, now its a description. 1 word makes all the difference, right?

Dont you see how petty this is? The guy has a quote from you in his signature. He obviously looks up to you in some manner.   Maybe you should cut him a bit more slack than you do for the rest of us "morons".

Subject: C&C Meltdown
Posted by Aircraftkiller on Tue, 04 Mar 2003 03:28:10 GMT
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VegitoYes but you see Im only wrong from your point of view and I could really care less what you think.But nice work witht he name calling it proves your maturity ever so much.

And how does.
Quote:Situation: Nod commandos have successfully attacked Nuclear Reactor TX-1448. Coolant system and control rods damaged. Lethal radiation detected throughout facility. All staff and workers dead. Nod landing craft at beach.

Not explain why the reactor is leaking and the nod boats are sitting off shore or on the beach?Its the same as your saying yours explains why theres wind.

That's a storyline. It gives superfluous background information that has almost no relevance to the map itself.

The name-calling, as you so eloquently put it, was out of frustration of dealing with people who have so much to say - yet have so little to contribute and lack so much knowledge on the subject matter they attempt to argue about.

Hellweed, I must kindly ask what, if anything, you have to do with this. I realize he puts a quote of

mine into his signature. That doesn't mean he looks up to me. I don't really care if he does, either. It's his choice, I have nothing to do or say about it. He's more than aware of me being brutally honest in what I say, so would you rather I lie and give praise to something I don't believe should be praised?

The map itself looks fine. It looks like he studied some things I've done and techniques of the lead level designer, which is a good start. Yet he's not going to improve his skill by doing deathmatch\assault\whatever maps. C&C mode maps are always extensive and must be well thought out to be a good level.

I'd rather see him do a C&C mode map than some fanciful map for a game mode that not many people play.

Subject: C&C Meltdown
Posted by Vegito on Tue, 04 Mar 2003 03:43:55 GMT
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Quote:That's a storyline. It gives superfluous background information that has almost no relevance to the map itself.

The name-calling, as you so eloquently put it, was out of frustration of dealing with people who have so much to say - yet have so little to contribute and lack so much knowledge on the subject matter they attempt to argue about.

Ok Ill give you the name calling bit.Especially sine I dont know anything about making a map.Although I do know a good amount about playing the game and Im not sure whether that bit about attempting to argue was really directed at me since you started arguing with me.I still dont feel Im arguing.Its not like online arguing will get either of us or anyone else for that matter anywheres.Im quite sure you just ignore or disregard half the stuff people say about you just like I ignore the insults youve said to me.

Now if thats superfluous information how is your naming the tropical storm really any different?I dont see it as different at all.And its the same thing I said about land when you released it.Its up to the maker of the map to do it as he sees fit.If he wants to add a storyline(which I really think you did as well) its his choice.Let the community judge whether or not his map is good.

Quote:The map itself looks fine. It looks like he studied some things I've done and techniques of the lead level designer, which is a good start. Yet he's not going to improve his skill by doing deathmatch\assault\whatever maps. C&C mode maps are always extensive and must be well thought out to be a good level.

I'd rather see him do a C&C mode map than some fanciful map for a game mode that not many people play.

Maybe maybe not.For all we know he came up with that without any assistance from you.Then again maybe he did follow in your example.

I do agree that he should do a regular map instead of a deathmatch map since its much more likely to be used and enjoyed then.

And honestly I commend you for giving him as much as a chance on his map as you did.Its alot better than some when Ive seen you bash and flame them endessly.Maybe your getting better or maybe it's that you think he is skilled and deserves it where the other did not.If so you have some pretty high expectations.

Well thats it for this time.Im sure theyll be plenty more to post about after you reply.

Subject: C&C Meltdown
Posted by Hellweed on Tue, 04 Mar 2003 05:52:47 GMT
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AircraftkillerHellweed, I must kindly ask what, if anything, you have to do with this?
Why does it still surprise me that you would ask something like that?

Don't you know? I'm Member #92! (keyword "member") In the new Renegade forums we are all created equal.

I say dare to dream, break the mold and ignore the neigh say. Make the plot as in-depth as you like, for it can only add to the game. And really, if you get right down to it, that's why we're all here, isn't it? To keep this game interesting and alive. Isn't it?

Subject: C&C Meltdown
Posted by Aircraftkiller on Tue, 04 Mar 2003 06:00:55 GMT
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The nay-say is my opinion, and my opinion outweighs everyone else's here when it comes to maps.

You'll notice that I don't critique vehicles or characters, simply because I don't make them. I offer advice and opinions in my field of expertise, so it's up to the person I opine to, and only him, to decide what to say about my opinions. I don't see why anyone else has the right to stick their heads into this when they don't have any experience in it.

It's like two systems administrators for IMB arguing with each other and someone from the street trying to tell them to act like they would in that situation, ironic because they've never been in any situation like that at all. :rolleyes:

Subject: C&C Meltdown
Posted by Vegito on Tue, 04 Mar 2003 06:09:04 GMT
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Just to be technical he never actaully said he wanted comments.It was just a statement that he had a map and a few screenshots.So since it wasnt a thing that was between the two of you only none of us are sticking our heads into it.

And as far as your little analogy to the system admins.Maybe to you.But notice I never said do this or do that to the map.I dont have a right to really say that.But for some reason you always think you do.You may make maps and even some real good ones at that.But outside of the renegade community your a nothing.Hell Im sure theres people int he community who dont even know who you are.Now thats not to say Im any better.Actually Im quite sure Im even less known than you are.But theres a difference in the fact that I dont go around acting all high and mighty like you do.Youve made your share of mistakes of that Im more than certain.

And in other posts where Im sure that happens it can be solved by you private messaging him.They cant intrude on your conversation if they dont see it now can they?

Just something you might want to consider for the future.But I guess youll settle for intruders as long as everyone sees how your better than the new map maker or have a better map coming out than him.Or that he sucks.Or anything else that you might decide to post.

Oh well do what you want.Its not like it really matters I guess.But you shouldnt complain about something you could easily prevent.

Subject: C&C Meltdown
Posted by Hellweed on Tue, 04 Mar 2003 06:59:47 GMT
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AircraftkillerThe nay-say is my opinion, and my opinion outweighs everyone else's here when it comes to maps.
Just listen to how pompous you sound. Do you hear yourself? Your opinion is still just an opinion. Same as all the rest. No more, no less.

AircraftkillerIt's like two systems administrators for IMB arguing with each other and someone from the street trying to tell them to act like they would in that situation, ironic because they've never been in any situation like that at all. :rolleyes:
That's kinda true except, you're not an IBM admin, you create "Excel spreadsheets" and I'm a "Excel" user, not a man on the street.

I play this game as much as anyone and I do read the ReadMe.txt. You're arguing over the contents of a simple ReadMe file!!! Do you even realize that?!?! Its not a mystery, its not code and its not "magic"! It's a "description". It's written word. It's a storyline. How on earth are you going to tell him what to put in his own ReadMe.txt?

Do tell us...

Subject: C&C Meltdown

Posted by [Aircraftkiller](#) on Tue, 04 Mar 2003 07:56:49 GMT

HellweedAircraftkillerThe nay-say is my opinion, and my opinion outweighs everyone else's here when it comes to maps.
Just listen to how pompous you sound. Do you hear yourself? Your opinion is still just an opinion. Same as all the rest. No more, no less.

AircraftkillerIt's like two systems administrators for IMB arguing with each other and someone from the street trying to tell them to act like they would in that situation, ironic because they've never been in any situation like that at all. :rolleyes:

contents of a simple ReadMe file!!! Do you even realize that?!?! Its not a mystery, its not code and

to tell him what to put in his own ReadMe.txt?

Do tell us...

Okay, that made no sense. How long have you been doing maps, Hellweed? How long have you had anything to do with level design? Wait, if I remember correctly, you've had nothing at all to do with it. I've had four years of experience with level design. My opinion outweighs that of others who haven't had the same experience.

So are you going to continue this argument, or are you going to be holier than thou like you have presented yourself as being before and leave the thread? Your nonsense had nothing to do with it. You just came in to pick at what I wrote - this thread wasn't a flame until you and Vegito showed up.

Funny that those who always stand against me and attempt to take me down, never really think about the collateral damage involved in doing so.

Subject: C&C Meltdown
Posted by [PiMuRho](#) on Tue, 04 Mar 2003 08:11:56 GMT

Quote:The nay-say is my opinion, and my opinion outweighs everyone else's here when it comes to maps.

Opinions are like arseholes. Everyone has one, and they're usually full of shit.

Your opinion is worth no more than anyone else's. If you were arguing about a fact that was in dispute, you'd be more likely to be right. When you're arguing over two different opinions, then what's the point? Neither one of you is going to be right.

Subject: C&C Meltdown
Posted by Aircraftkiller on Tue, 04 Mar 2003 08:47:12 GMT
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In that case, neither are you.

Subject: C&C Meltdown
Posted by PiMuRho on Tue, 04 Mar 2003 08:58:55 GMT
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That doesn't bother me, as long as you acknowledge the same.

Subject: C&C Meltdown
Posted by snipefrag on Tue, 04 Mar 2003 12:04:48 GMT
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A opinion is a opinion no matter who you are the only difference is how valid they are in comparisson, he is allowed to state what he think and you are allowed to challange it thats the way society works, but if the person is to ignorant to listern or blindly belives what he says is right then you are fighting a lost cause...

Subject: C&C Meltdown
Posted by Halo38 on Tue, 04 Mar 2003 12:48:32 GMT
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Why oh why does every map posted have to result in a flaming match???

Can't wait till i release mine :rolleyes: :rolleyes: :rolleyes: :rolleyes:

Subject: C&C Meltdown
Posted by Drift on Tue, 04 Mar 2003 13:32:12 GMT
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Quote:The nay-say is my opinion, and my opinion outweighs everyone else's here when it comes to maps.
This is the only "holier than thou" statement in this whole thread.

Read it again.

Subject: C&C Meltdown

Posted by snipefrag on Tue, 04 Mar 2003 13:34:38 GMT
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....

Subject: C&C Meltdown
Posted by Aircraftkiller on Tue, 04 Mar 2003 22:54:13 GMT
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DriftQuote:The nay-say is my opinion, and my opinion outweighs everyone else's here when it comes to maps.
This is the only "holier than thou" statement in this whole thread.

Read it again.

And yet, you ignore the facts I presented. Unless you've got more experience than I do, your opinion is not as validated when it *comes to maps* and nothing else.

That's a fact. I'd like to see you go up to a professional level designer and tell them how to do things when you haven't had any experience at all. Obviously, that's idiotic.

Subject: C&C Meltdown
Posted by Hellweed on Tue, 04 Mar 2003 23:11:25 GMT
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I am sorry if my last post was confusing to some. Let me sum-up.

These differences that have been debated in this thread have nothing to do with your, or my, or anyone's skills as level designer. This debate has to do with the simple difference between a story line and a description (which most times can be found in the ReadMe.txt) and nothing whatsoever to do with level design, because he hasn't even released the map yet. If you cant admit to that (which I'm sure you can not), then we are at an impasse.

I believe everyone of us is entitled to an opinion on the differences between the two, whereas some believe (as they have stated) that their opinion is the only one that really matters and the rest of us are idiots or morons. Which we all know is not true.

This is my "you're no holier than the rest of us" attitude or my "we are holier than you treat us" attitude. From a distance, they all seem to blur, don't they?

Subject: C&C Meltdown
Posted by Aircraftkiller on Tue, 04 Mar 2003 23:18:28 GMT
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The fact of the matter is that you had nothing to do with this to begin with. With your previous history of being anti-myself, that's the sole reason you began replying to this thread. Your intentions were to stir up trouble or to make me out to be some kind of evil person.

If you don't like my opinions, that's all well and good. If you really want my respect, then I advise you not to treat me in the manner than you have before. I know nothing about you other than the fact that you run a clan and site about people who smoke weed. Do I judge you as being an evil person because you're violating federal and state laws by being in possession of illegal substances? I don't let it bother me. If I was going to make a judgement on someone, I would speak with them personally first. You've never once spoken with me, yet you judge me as if you could vouch for my inherent evil personality in a kangaroo court.

I will continue to post my opinions here -- This forum is made for opinions about modifications, maps, and the like -- not about your petty differences with someone you haven't made any attempt to speak with.

Subject: C&C Meltdown
Posted by Vegito on Wed, 05 Mar 2003 02:34:00 GMT
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Quote:So are you going to continue this argument, or are you going to be holier than thou like you have presented yourself as being before and leave the thread? Your nonsense had nothing to do with it. You just came in to pick at what I wrote - this thread wasn't a flame until you and Vegito showed up.

Cause after all I started with the name calling and pitiful attempts at arguments right? :rolleyes:

You can enjoy your pitiful little delusions boy.One day youll realize how much of a child you are.See ya later kid.

Subject: C&C Meltdown
Posted by Aircraftkiller on Wed, 05 Mar 2003 03:26:28 GMT
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Obviously so, considering you just quit the argument with a very weak closure.

Subject: C&C Meltdown
Posted by Vegito on Wed, 05 Mar 2003 03:42:15 GMT
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Sigh.

You really are a child.Or at least you act like one.In case you didnt notice by the post where I

plainly stated it I never really was arguing with you.Im not pitiful enough to waste my time on someone as trivial and childish as you are.

But thats fine.If you can live with being a little kid go ahead and do so.I have no desire to stop you.

Oh one thing.Does it ever bother you that your the little boy nobody likes?I wouldnt let it bother me.But it isnt me so I was wondering what you do.

Subject: C&C Meltdown
Posted by Griever92 on Wed, 05 Mar 2003 03:44:19 GMT
View Forum Message <> Reply to Message

AircraftkillerObviously so, considering you just quit the argument with a very weak closure.

lol

Subject: C&C Meltdown
Posted by Aircraftkiller on Wed, 05 Mar 2003 03:49:22 GMT
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v. tr.

To attempt to prove by reasoning; maintain or contend: The speaker argued that more immigrants should be admitted to the country.

Asimov).
To persuade or influence (another), as by presenting reasons: argued the clerk into lowering the price.

v. intr.
To put forth reasons for or against something: argued for dismissal of the case; argued against an immediate counterattack.
To engage in a quarrel; dispute.

You've been arguing with me by dictionary definition.

So if you're not pathetic enough to waste time replying to me - tell me, young one - why are you replying to me at all? Are you aware of the definition of hypocrisy? What about irony?

You're really redundant... Not too bright either.

Subject: C&C Meltdown
Posted by Aurora on Wed, 05 Mar 2003 03:50:47 GMT
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ACK presents a good point.

lol.

Subject: C&C Meltdown
Posted by Vegito on Wed, 05 Mar 2003 03:56:50 GMT
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Oh boy the kid can use a dictionary.Im amazed.I really am.As far as hypocrisy Im sure youd love to look them up for me.Afterall its not like you do anything else with your life.

And you should talk about being bright.Maybe you really should use your newfound dictionary skills to look up hypocrisy.

Subject: C&C Meltdown
Posted by exnyte on Wed, 05 Mar 2003 04:02:18 GMT
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VegitoJust to be technical he never actaully said he wanted comments.It was just a statement that he had a map and a few screenshots.So since it wasnt a thing that was between the two of you only none of us are sticking our heads into it.

If you really want to get really technical, he would have never posted the statement that he was making a map and given us a few screenshots if he didn't want any opinion or comments on it at all. He would have kept it to himself. Also, ACK's opinion obviously didn't bother Orca at all since he hasn't once posted anything about it. Yet several seem to have the need to carry this on, when in my honest opinion, ACK has a made a point in every one of his posts, yet the others have just splashed the thread with incoherant jibberish. And guess what, no matter how many times you tell me I'm wrong about this... I won't care! It'll just prove my point.

Subject: C&C Meltdown
Posted by Aircraftkiller on Wed, 05 Mar 2003 04:33:14 GMT
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VegitoOh boy the kid can use a dictionary.Im amazed.I really am.As far as hypocrisy Im sure youd love to look them up for me.Afterall its not like you do anything else with your life.

And you should talk about being bright.Maybe you really should use your newfound dictionary skills to look up hypocrisy.

The practice of professing beliefs, feelings, or virtues that one does not hold or possess; falseness.
An act or instance of such falseness.

And since you're logically going to ask for me to give you the definition of irony, here it is:

The use of words to express something different from and often opposite to their literal meaning.
An expression or utterance marked by a deliberate contrast between apparent and intended meaning.
A literary style employing such contrasts for humorous or rhetorical effect. See Synonyms at wit1.

An occurrence, result, or circumstance notable for such incongruity. See Usage Note at ironic.
Dramatic irony.
Socratic irony.

Since you've delved into being a hypocrite again by insulting me without attempting to prove anything at all beyond the fact that you can say "Hey, you're an idiot and I'm not.", I think it's clear as to what you need to do with yourself at this moment in time. If you can't figure it out, well... I won't bother holding your hand through it.

Subject: C&C Meltdown
Posted by Vegito on Wed, 05 Mar 2003 04:36:50 GMT
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Quote:"Hey, you're an idiot and I'm not."

Assumption is the mother of all fuck ups.

Too bad I never said I was perfect.Or not an idiot for that matter.I just said you were one.Nice work making up things since you obviously dont read a sentence where I say I am better than you.But Im sure it was there right?Maybe your just getting delusional in addtion to being dumb.

Subject: C&C Meltdown
Posted by forsaken on Wed, 05 Mar 2003 05:10:44 GMT
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"To assume makes and 'ass' out of 'u' and 'me'" lol

Subject: o great....acks off again
Posted by CNCWarpath on Wed, 05 Mar 2003 05:20:10 GMT
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So whens the map ready for ? its looks impressive and i like to show off my work..dont let anyone put u down, and be proud of what u make.

Subject: C&C Meltdown
Posted by Titan1x77 on Wed, 05 Mar 2003 05:30:05 GMT
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from the screenies the map looks decent...I'd like to actually test a map b4 i add a comment,thus release a beta and take some pointers.

Apply suggestions that YOU think would workin in your map!!

All the bugs and errors have to be corrected!!(so if someone points it out look into it and fix it)

Criticism is good...you can learn from what others say.

And why doesnt anyone comment on my map?(it's released and all people want are screenies,when they could actually test it)

Subject: C&C Meltdown
Posted by Aircraftkiller on Wed, 05 Mar 2003 08:10:24 GMT
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VegitoQuote:"Hey, you're an idiot and I'm not."

Assumption is the mother of all fuck ups.

Too bad I never said I was perfect.Or not an idiot for that matter.I just said you were one.Nice work making up things since you obviously dont read a sentence where I say I am better than you.But Im sure it was there right?Maybe your just getting delusional in addtion to being dumb.

I said "You can say", not you would or have said anything.

Perhaps it is you who should learn to read, yes?

It's funny that you overlooked the implied idea of what I wrote. Oh well, no loss for me.

Subject: C&C Meltdown
Posted by Halo38 on Wed, 05 Mar 2003 13:58:00 GMT
View Forum Message <> Reply to Message

v. tr.

To attempt to prove by reasoning; maintain or contend: The speaker argued that more immigrants should be admitted to the country.

Asimov).
To persuade or influence (another), as by presenting reasons: argued the clerk into lowering the price.

v. intr.
To put forth reasons for or against something: argued for dismissal of the case; argued against an immediate counterattack.
To engage in a quarrel; dispute.

You've been arguing with me by dictionary definition.

So if you're not pathetic enough to waste time replying to me - tell me, young one - why are you replying to me at all? Are you aware of the definition of hypocrisy? What about irony?

You're really redundant... Not too bright either.

AircraftkillerVegitoOh boy the kid can use a dictionary.Im amazed.I really am.As far as hypocrisy Im sure youd love to look them up for me.Afterall its not like you do anything else with your life.

And you should talk about being bright.Maybe you really should use your newfound dictionary skills to look up hypocrisy.

The practice of professing beliefs, feelings, or virtues that one does not hold or possess; falseness.
An act or instance of such falseness.

And since you're logically going to ask for me to give you the definition of irony, here it is:

The use of words to express something different from and often opposite to their literal meaning.
An expression or utterance marked by a deliberate contrast between apparent and intended meaning.
A literary style employing such contrasts for humorous or rhetorical effect. See Synonyms at wit1.

An occurrence, result, or circumstance notable for such incongruity. See Usage Note at ironic.
Dramatic irony.
Socratic irony.

Since you've delved into being a hypocrite again by insulting me without attempting to prove anything at all beyond the fact that you can say "Hey, you're an idiot and I'm not.", I think it's clear as to what you need to do with yourself at this moment in time. If you can't figure it out, well... I won't bother holding your hand through it.

Wo
And to think if you had spent all the time participating in these pointless arguments on your computer. think of the map output... It could of doubled!!

takes his own advice, closes internet explorer and starts to play around with a few vertices

---

Subject: C&C Meltdown
Posted by Vegito on Wed, 05 Mar 2003 16:57:10 GMT
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Or fixing all the errors in his current maps would be nice as well.

Subject: C&C Meltdown
Posted by forsaken on Wed, 05 Mar 2003 17:10:32 GMT
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heh

Subject: C&C Meltdown
Posted by Captkurt on Wed, 05 Mar 2003 17:38:06 GMT
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Looks good OrcaPilot26. There's nothing wrong with the story line either. It was good, keep it up.

time arguing in these threads or try taking credit for things they didn't do, then making maps, some people just don't have social skills. But you must rise above these people and proceed with your own ideas, and be a friendly contributor of this community. So keep it up.

Subject: C&C Meltdown
Posted by Aircraftkiller on Wed, 05 Mar 2003 20:19:08 GMT
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CaptKurt01, I won't hesitate to have you banned. You're nothing but a troublemaker, so either watch yourself or get out.

Subject: C&C Meltdown
Posted by Vegito on Wed, 05 Mar 2003 20:28:06 GMT
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Quote:CaptKurt01, I won't hesitate to have you banned. You're nothing but a troublemaker, so either watch yourself or get out.

Nice threat.Too bad crimmy already said your not going to have any power here.Go ahead and get him banned.If he is banned from you half the community will leave because everyone hates you.Nobody will stay around if you have any semblence of power.

So stop talking out of your ass and go make more maps with errors or fix your current maps errors or make a map without errors.

Subject: C&C Meltdown
Posted by maj.boredom on Wed, 05 Mar 2003 20:40:53 GMT
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AircraftkillerCaptKurt01, I won't hesitate to have you banned. You're nothing but a troublemaker, so either watch yourself or get out.
Didnt you hear?

CrimsonThese forums are going to be run by the community, for the community, and I wanted to make sure people had an opportunity to state their opinions on how the moderators should be chosen after I shared my idea with you.
You we're specifically not chosen by the people even before this forum was running.

Get a grip man!

Subject: C&C Meltdown
Posted by Vegito on Wed, 05 Mar 2003 20:48:37 GMT
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Its a good thing its not fully ran by the community.If it was Im quite sure wed have enough votes to get rid of ack.I can live without his maps.Not like many servers really use them anyway.

Im sure theres plenty of other people out there who wouldnt give it a second thought if he were gone.

Subject: C&C Meltdown
Posted by exnyte on Wed, 05 Mar 2003 22:55:10 GMT
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VegitoIm sure theres plenty of other people out there who wouldnt give it a second thought if he were gone.

I wouldn't give it a second thought if you were gone...

Subject: C&C Meltdown
Posted by Aircraftkiller on Wed, 05 Mar 2003 23:22:29 GMT
View Forum Message <> Reply to Message

VegitoQuote:CaptKurt01, I won't hesitate to have you banned. You're nothing but a troublemaker, so either watch yourself or get out.

Nice threat.Too bad crimmy already said your not going to have any power here.Go ahead and get him banned.If he is banned from you half the community will leave because everyone hates you.Nobody will stay around if you have any semblence of power.

So stop talking out of your ass and go make more maps with errors or fix your current maps errors or make a map without errors.

So you go from "You're a kid compared to me" to "Your maps suck and everyone hates you."

You're pathetic. Please pick a personality and stick with it.

Subject: C&C Meltdown
Posted by Vegito on Wed, 05 Mar 2003 23:25:53 GMT
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Ahh the loser thinks Im pathetic.I should go kill myself now. :rolleyes:

Do you think when you reply?It sure doent look theres any form of intelligent thought going on there.

Subject: C&C Meltdown
Posted by Aircraftkiller on Wed, 05 Mar 2003 23:35:46 GMT
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Once again, are you capable of keeping a single thought and elaborating upon it, or must you change your personality and ways of insulting someone constantly because you're standing on a shaky platform?

Subject: C&C Meltdown
Posted by Vegito on Wed, 05 Mar 2003 23:38:47 GMT
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And yet again you repeat yourself since you have nothing valid to say.

As far as changing the things to insult you about?Well theres just so many things to insult you about.Why should I stick with only one?

Subject: C&C Meltdown
Posted by Crimson on Wed, 05 Mar 2003 23:45:24 GMT
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:rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes:
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Subject: C&C Meltdown
Posted by Captkurt on Thu, 06 Mar 2003 01:03:49 GMT
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"Aircraftkiller"CaptKurt01, I won't hesitate to have you banned. You're nothing but a troublemaker, so either watch yourself or get out.

Ack, what is your problem? I'm not the troublemaker here, apparently you are. I have a right to

fits, and apparently it does, then that's your own fault. And as far as you threatening to have me banned. I would hope this forum is fairer than that, and if I get banned for this, then this place is a joke, and I would hope others here would follow me to a new place. Ack, now I'll use your name.

help people here to do their mapping. You don't. Or at least not very much. You spend more time cutting others down. Or telling others how not to be, because "you don't have the patience" we'll grow up, my little one. Stop cutting every one down, if you don't have any thing good to say, then opt. to say nothing. My friend. You got me banned from the WW forum because of your

others. Not to harass you. So learn some patience.

Subject: C&C Meltdown

Posted by [Aircraftkiller](#) on Thu, 06 Mar 2003 01:08:57 GMT

Okay, whatever. I don't care if you help others, good for you. I'm happy that you can waste your time answering redundant questions that I answered long ago and get sick of answering because people refuse to use the search function or read tutorials.

If you were banned, it would be for your past history of being a total fucking asshole and using your children as pit-bulls to attack others because you've got such weak arguments that you're unable to do it yourself... Not to mention the fifteen odd times you registered on the official forums because you got banned for being a dickhead and never learned. The last incantation of you was "Dover."

So I suggest that you start rethinking your role in these forums and your true motives for visiting... Because you're on very thin ice and I doubt any of the moderators here like you in the least.

Subject: C&C Meltdown
Posted by [Vegito](#) on Thu, 06 Mar 2003 01:15:04 GMT

To bad your a nobody so stop trying to act special.Go make your little maps and be a good little boy.Eventually youll realize that you have no authority what so ever.Till then enjoy your little fanatsy.

Hell your barely even wanted here.And Im willing to bet that over 50% of the commuinty would rather have you gone than have your maps.With you gone it would open up so many possibilities for other mappers.All those ones who are more talented than you but dont feel like putting up with your flaming.

Subject: C&C Meltdown
Posted by [Captkurt](#) on Thu, 06 Mar 2003 01:19:03 GMT

Your not going to pull me into any long flame debut, I said all I need to on this subject. This forum is for people to share their mapping experience or talk and learn, not get drawn into this kind of

moderators don't like me. I'm sorry about that, but I have not done anything against any of these

---

Subject: C&C Meltdown
Posted by [exnyte](#) on Thu, 06 Mar 2003 01:40:49 GMT

VegitoHell your barely even wanted here.And Im willing to bet that over 50% of the commuinty would rather have you gone than have your maps.

You might want to speak for yourself, before you end up with your foot so far down your own throat, you're coughing up shoelaces for a month. :rolleyes:
No one else asked for you to speak for them.

Subject: C&C Meltdown
Posted by Vegito on Thu, 06 Mar 2003 01:44:58 GMT
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Can you read? Obviously not since it said 50% not everyone.Go back to grade school shit for brains.

Subject: C&C Meltdown
Posted by exnyte on Thu, 06 Mar 2003 01:51:47 GMT
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VegitoCan you read? Obviously not since it said 50% not everyone.Go back to grade school shit for brains.

I can read just fine... if you didn't notice, I said NO ONE asked you to speak for them. So don't. Why you insisted on name calling only proves that you have nothing of substance to say.

Subject: C&C Meltdown
Posted by Vegito on Thu, 06 Mar 2003 01:54:10 GMT
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Not to someone with as few brain cells left as you no.And nothing of subsatnce?You havent said a meaningful thing on the entire forums since youve registered.So nice try kiddo.

Subject: C&C Meltdown
Posted by exnyte on Thu, 06 Mar 2003 01:57:44 GMT
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VegitoYou havent said a meaningful thing on the entire forums since youve registered.

Like you have? I haven't seen a post from you that hasn't bitched, complained, or whined about something. Mature a little. Might do you some good.

Subject: C&C Meltdown
Posted by Vegito on Thu, 06 Mar 2003 02:04:00 GMT
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Go look in other forums genious.

But thats ok I understand how someone of limited intelligence like you has to turn insults around so they have something to say.

Subject: C&C Meltdown
Posted by exnyte on Thu, 06 Mar 2003 02:16:41 GMT
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VegitoGo look in other forums genious.

But thats ok I understand how someone of limited intelligence like you has to turn insults around so they have something to say.

I have plenty to say. I just don't feel the need to complain as much as you do on this forum. It's funny how everytime you have posted in this thread, you needed an insult in it. Thanks for entertaining me.

Subject: C&C Meltdown
Posted by Aircraftkiller on Thu, 06 Mar 2003 02:18:57 GMT
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Captkurt01Your not going to pull me into any long flame debut, I said all I need to on this subject. This forum is for people to share their mapping experience or talk and learn, not get drawn into

the moderators don't like me. I'm sorry about that, but I have not done anything against any of

You were banned because you're an asshole. I don't care how you spin it around.

 Just remember: If you said all you needed to say, you wouldn't be saying anything at all. :rolleyes:

Subject: C&C Meltdown
Posted by Havocman on Thu, 06 Mar 2003 02:56:05 GMT
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ACK STFU
CaptKurt01 STFU
ANYONE ELSE WHO FLAMES STFU

Thank you have a nice day!

Subject: C&C Meltdown
Posted by forsaken on Thu, 06 Mar 2003 04:41:48 GMT
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It won't end for awhile :crazy: :sarcasm:

Subject: C&C Meltdown
Posted by Crimson on Thu, 06 Mar 2003 04:44:08 GMT
View Forum Message <> Reply to Message

True. I don't like CaptKurt one bit.

Subject: C&C Meltdown
Posted by Doitle on Thu, 06 Mar 2003 13:21:27 GMT
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Any more progress Orcapilot? I can't wait to try this mod.

Subject: C&C Meltdown
Posted by Titan1x77 on Thu, 06 Mar 2003 14:04:00 GMT
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Wow

I thought topic's that got off track like this could be locked??

Or Orca pilot why dont you delete this thread and re-post once your map is a lil bit more complete.

This is sad to see grown men fight like this

Help people on these forums!!! go be flamer in general discussion

---

Subject: C&C Meltdown
Posted by Deafwasp on Thu, 06 Mar 2003 15:32:45 GMT
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AircraftkillerCaptkurt01Your not going to pull me into any long flame debut, I said all I need to on

this subject. This forum is for people to share their mapping experience or talk and learn, not get

args. And if the moderators don't like me. I'm sorry about that, but I have not done anything

You were banned because you're an asshole. I don't care how you spin it around.

 Just remember: If you said all you needed to say, you wouldn't be saying anything at all. :rolleyes:

Yeah. Don't start shit, won't be shit.

Subject: C&C Meltdown
Posted by Halo38 on Thu, 06 Mar 2003 15:54:00 GMT
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Crimson:rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes:
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:rolleyes: :rolleyes: :rolleyes: :rolleyes:

agree

Subject: C&C Meltdown
Posted by Captkurt on Thu, 06 Mar 2003 19:10:03 GMT
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"Crimson"True. I don't like CaptKurt one bit.

conversation in text with me, but you state here "I don't like Captkurt one bit." I can see already
where this is going. So I ask you, is this your professional attitude? I did nothing wrong here. But
because Ack threatens me to have me banned and then asks you to ban me, you jump to his
side, Very professional, and grown up too I might add. A follower not a leader, hmmm!. Like I said
before, if this is how your going to run the forum, then so be it. Ban me, but others here will see

Before this comment I never even new you existed. And as far as this thread? I have a right to

grownup about this whole thing, and not act like a kid. others are watching

---

Subject: C&C Meltdown
Posted by scrinstorm on Thu, 06 Mar 2003 23:41:17 GMT
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Wow. Four pages of spam... This thread should be deleted.

Subject: C&C Meltdown
Posted by Cpo64 on Thu, 06 Mar 2003 23:44:39 GMT
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Something should defiantly happen, action should be taken, maybe someone simply telling some people to settle down.

Subject: C&C Meltdown
Posted by Griever92 on Fri, 07 Mar 2003 00:05:21 GMT
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CrimsonTrue. I don't like CaptKurt one bit.

ditto, CaptKurt is carrying on his legacy of being a professional.... no wait... a n00bish asshole

---

Subject: C&C Meltdown
Posted by dead4ayear2 on Fri, 07 Mar 2003 03:22:51 GMT
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Captkurt01CrimsonTrue. I don't like CaptKurt one bit.

conversation in text with me, but you state here "I don't like Captkurt one bit." I can see already where this is going. So I ask you, is this your professional attitude? I did nothing wrong here. But because Ack threatens me to have me banned and then asks you to ban me, you jump to his side, Very professional, and grown up too I might add. A follower not a leader, hmmm!. Like I said before, if this is how your going to run the forum, then so be it. Ban me, but others here will see

Before this comment I never even new you existed. And as far as this thread? I have a right to

grownup about this whole thing, and not act like a kid. others are watching
 :rolleyes: ...... :listen:

Subject: C&C Meltdown
Posted by Griever92 on Fri, 07 Mar 2003 03:47:16 GMT
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regarding the post recommending that the topic be deleted then re-opened, impossible, you can only delete posts, not topics.(last time i checked anyway)

Subject: C&C Meltdown
Posted by Havocman on Fri, 07 Mar 2003 14:41:29 GMT
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Sets the Crimson Beacon to Delete this topic

Runs away

Subject: C&C Meltdown
Posted by Havocman on Fri, 07 Mar 2003 14:46:23 GMT
View Forum Message <> Reply to Message

:::Flood Protection Error:::

Dam it. :twisted:

Subject: C&C Meltdown
Posted by Havocman on Sat, 08 Mar 2003 17:40:05 GMT
View Forum Message <> Reply to Message

there is no map

orca has posted updates for ages.

Subject: C&C Meltdown
Posted by OrcaPilot26 on Sat, 08 Mar 2003 18:51:31 GMT
View Forum Message <> Reply to Message

I am still working on the map, I've been quite busy lately and haven't have much time. I am planning to a least get the map into testing sometime next week.

Subject: C&C Meltdown
Posted by Griever92 on Sat, 08 Mar 2003 23:17:42 GMT

Havocman there is no map

orca has posted updates for ages.

Did you not read his post? it says, in production

Subject: C&C Meltdown
Posted by Havocman on Wed, 12 Mar 2003 03:05:47 GMT

... *Tumble weed passes By, The one from the N00Bstorys Chat room*

Subject: C&C Meltdown
Posted by [sg]the0ne on Wed, 12 Mar 2003 06:26:03 GMT

CrossThread Post :

Let it be known the two threads that are over 100 post & @ 5pages both turned into flames after ACK joined them and continued to actively participate in them. Shoulder a little responsibility in the issue ACK, it takes two to tango.

Signing off......

Subject: C&C Meltdown
Posted by Havocman on Sat, 22 Mar 2003 04:24:23 GMT

sigh

About a month now.. never Finished..

Subject: C&C Meltdown
Posted by Havocman on Sun, 23 Mar 2003 03:55:12 GMT

Look at me Dance

starts danceing

Subject: C&C Meltdown
Posted by Havocman on Wed, 26 Mar 2003 04:34:47 GMT
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any.. Updates?.. Anything?

Subject: C&C Meltdown
Posted by OrcaPilot26 on Wed, 26 Mar 2003 21:48:45 GMT
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The graphical part of the map is about 95% done, I have stoped working on the map beczuse I need the helipad script tutorials before I can go any further. Right now I've been working on another map (a c&c mode one) which I will continue to work on until I can get the helipads to work. I have also learned a valuble lesson:
NEVER post a release date

Subject: C&C Meltdown
Posted by Havocman on Thu, 27 Mar 2003 14:06:03 GMT
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LOL,

i don't get it,
why do you mappers need all these fancys scripts just for a fucking map?

What is the Heil Script for?

What was the orginal release date?

Why am i asking all these stupid questions?

STAY TUNED!!!!

Subject: C&C Meltdown
Posted by Crimson on Thu, 27 Mar 2003 16:41:36 GMT
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Captkurt01CrimsonTrue. I don't like CaptKurt one bit.

conversation in text with me, but you state here "I don't like Captkurt one bit." I can see already where this is going. So I ask you, is this your professional attitude? I did nothing wrong here. But because Ack threatens me to have me banned and then asks you to ban me, you jump to his side, Very professional, and grown up too I might add. A follower not a leader, hmmm!. Like I said

before, if this is how your going to run the forum, then so be it. Ban me, but others here will see

Before this comment I never even new you existed. And as far as this thread? I have a right to

grownup about this whole thing, and not act like a kid. others are watching

A kid, eh? I'm not the type of person who hides how I feel about someone. I don't say things behind people's backs that I'm afraid to say to them directly. I've seen YOU act like a child more times than I can count, not the least of which is voting ACK's maps on other sites as low as you can, as often as you can.

I started up these forums without carrying over the old bans in hoping that people could make a fresh start, but if you're going to continue your tirade against ACK in this manner and threathen the administration of the forums, then I will remove you. I think we'd all much rather have a group on here that doesn't fight all the time.

Subject: C&C Meltdown
Posted by Havocman on Thu, 27 Mar 2003 18:52:54 GMT
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quote from you

Quote:Stay on topic please

Subject: C&C Meltdown
Posted by bigwig992 on Thu, 27 Mar 2003 23:47:42 GMT
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Heh, it took my 10 minutes to read through the whole thread. Wow, so many proven points and all, but how is the map going?

   It's weird, this whole thread started from ACK's opinion, and hell yeah, look at the some of the things the guys made, don't you think he knows what he's talking about?

   I, haven't really been around enough to know CapKurt, so, I'm neutral, but he did take Crimsons opinion pretty harshly. One sentence was taken so incredibly hostile, and it just dragged on the conversation more. If you don't like what people say, don't go on and on about how they are wrong or mean. Someone has said something, they are entitled to it (God Bless America....and the Internet :rolleyes:), so why cry and whine about how why they said it? Some people need to stop trying to defend themselves, take into consideration the opinion, and ask whoever stated it, for help on how to improve yourself, or the map. Now wouldn't that be better

than having a 6+ page thread? Yes, but not nearly as hilarious :rolleyes: .

Subject: C&C Meltdown
Posted by Havocman on Mon, 07 Jul 2003 19:15:40 GMT
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It's been a year.. FINISH DA MAP!!

Subject: C&C Meltdown
Posted by TheMouse on Mon, 07 Jul 2003 19:51:13 GMT
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someone was busy going through the archives....

Subject: C&C Meltdown
Posted by OrcaPilot26 on Tue, 08 Jul 2003 06:11:46 GMT
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I just can't seem to release any maps for Renegade, this one's really close to being done, but now it's getting closer to a mod than a map, I got the helipad working almost flawlessly, and I was able to give Nod a vehicle drop via transport helicopter. I'm even trying to get functional oil derricks, I just can't seem to finish it. In reality all I need to do is give GDI some way to win as all Nod has to do is destroy the power plant.

Subject: yay!
Posted by Lynqoid on Tue, 08 Jul 2003 11:45:53 GMT
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looks good, i like a storyline

Subject: C&C Meltdown
Posted by forsaken on Tue, 08 Jul 2003 14:54:47 GMT
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Maybe just make the powerplant have 2 times or more health than usuall

and GDI has acess to vehicles and advanced infantry right?

Subject: C&C Meltdown
Posted by OrcaPilot26 on Tue, 08 Jul 2003 15:27:08 GMT
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GDI can get aircraft, and I'll try to replace some of the basic characters with advanced ones, Nod will only be able to get ground vehicles, but their soldiers will have better AA weapons, but I'll put some weapon spawns around the map too. The power plant won't even take any damage in some areas (you'll need to find the weak spots) or attack it from the inside, I just need to find some way for GDI to win, maybe If they destroy the Nod landing craft?

Subject: C&C Meltdown
Posted by ohmybad on Tue, 08 Jul 2003 16:27:19 GMT
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Yeah, maybe GDI would have to plant a ion cannon at the landing craft or something

Subject: C&C Meltdown
Posted by forsaken on Tue, 08 Jul 2003 17:36:55 GMT
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maybe have several radiostations that need to be taken out (which call for nod vecs

Subject: C&C Meltdown
Posted by Vitaminous on Tue, 08 Jul 2003 19:39:10 GMT
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HavocmanIt's been a year.. FINISH DA MAP!!
It's been a year...SHUT DA FUCK UP KID! :rolleyes:

Subject: C&C Meltdown
Posted by Havocman on Thu, 10 Jul 2003 05:24:32 GMT
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AprimeHavocmanIt's been a year.. FINISH DA MAP!!
It's been a year...SHUT DA FUCK UP KID! :rolleyes:

Quiet Flameing Frenchy.