
Subject: UNServ Mod Maps (updated)

Posted by [Duke of Nukes](#) on Fri, 21 Mar 2003 02:32:03 GMT

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All weekend...UNServ will be running mod maps. all maps can be downloaded from <http://www.renmaps.com>

1. Boxed In
2. siege
3. tiberium temple
4. hangmans canyon
5. mines
6. secret base
7. dawn patrol 2
8. conquest island
9. delta
10. Tropics
11. River Canyon
12. Duel Death
13. Gigantomachy

It will be a 10 player server. Rules will be posted later...although our rules are usually and probably wont change from these:

No tunnel beaconing - No base to base - No afk/idle players - No team vehicle stealing - No being a 'pointwh0re' - Respect the mods/admins - Dont abuse the poll system

UPDATE: Tropics, Duel Death and Dawn Patrol 2 were replaced by Caverns and Ruins

Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Fri, 21 Mar 2003 03:40:06 GMT

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1. Boxed In - Crap
 2. siege - Needs two bugs fixed but never will get fixed
 3. tiberium temple - Crap
 4. hangmans canyon - Crap
 6. secret base - Can't say I like it all that much
 7. dawn patrol 2 - Crap
 8. conquest island - Needs the Repair Facility "1,000 points at death" bug fixed
 9. delta - Crap
 10. Tropics - Gotta fix the vis bugs eventually
 12. Duel Death - Crap
 13. Gigantomachy - Not enjoyable or good looking
-
-

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Fri, 21 Mar 2003 03:54:54 GMT
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Gee the only map that isnt crap is the one you made.I wonder why you would think that.

Disclaimer-Im not refuting the fact that some of those maps arent crap.

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Fri, 21 Mar 2003 04:18:53 GMT
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Gee, find someone besides SomeRhino and myself who produces quality maps and your statement will hold water.

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Fri, 21 Mar 2003 04:21:11 GMT
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Quality according to who?Cause obviously no ones opinion but your own matters. :rolleyes:

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Fri, 21 Mar 2003 04:28:13 GMT
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Well, once again, four years of experience in doing maps makes my opinion weigh a lot more than most people outside of professional gaming companies.

Guess what the gaming companies believe? Quality, fun, and good graphics on maps.

Not the kind of shit that most Renegade maps are made of which aren't mine or SomeRhino's.

Subject: UNServ Mod Maps (updated)
Posted by [lmdgr8one](#) on Fri, 21 Mar 2003 04:39:29 GMT
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I wholeheartingly agree.

Subject: UNServ Mod Maps (updated)
Posted by [Duke of Nukes](#) on Fri, 21 Mar 2003 04:41:16 GMT

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your right ACK...forget what the people that play the game like...I'm all that matters. You sound like the stereotype of a fashion designer...no one would ever wear it...but hey...it's fashion. I've been in the fashion industry for the past 15 years...and since you have never been to a fashion show, you know nothing about it.

This was not meant to be a flame war. If you dont like the maps...then dont play on them. it's as simple as that...no one is even asking that you do...because...quite frankly...most of us dont enjoy your company

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Fri, 21 Mar 2003 04:54:21 GMT
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Duke of Nukesyour right ACK...forget what the people that play the game like...I'm all that matters. You sound like the stereotype of a fashion designer...no one would ever wear it...but hey...it's fashion. I've been in the fashion industry for the past 15 years...and since you have never been to a fashion show, you know nothing about it.

This was not meant to be a flame war. If you dont like the maps...then dont play on them. it's as simple as that...no one is even asking that you do...because...quite frankly...most of us dont enjoy your company

1. I don't care about fashion. What you said is irrelevant.
 2. I don't care if you enjoy my company. As you said, "This is the Internet... I don't care if you people like me or not."
-

Subject: UNServ Mod Maps (updated)
Posted by [Duke of Nukes](#) on Fri, 21 Mar 2003 05:07:49 GMT
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it's an analogy...perhaps you've heard of one?

you : maps :: Fashion designer : clothes

Subject: Hamburgers
Posted by [IceSentry](#) on Fri, 21 Mar 2003 05:10:39 GMT
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AircraftkillerWell, once again, four years of experience in doing maps makes my opinion weigh a lot more than most people outside of professional gaming companies.

Guess what the gaming companies believe? Quality, fun, and good graphics on maps.

Not the kind of shit that most Renegade maps are made of which aren't mine or SomeRhino's.

Yea that's correct.

For example.

You see i've been making hamburgers for years. I started when I was 7 years old and have been doing them for many many years. These fast food places burn there hamburgers or over cook there hamburgers so there dry (Myopinion). That's why I make better hamburgers then fast food places(Myopinion), or my family and friends (Myopinion). That is my opinion. And because my hambergers are better then anyone elses (Myopinion), and i've been making them longer then most people, the only opinion that matters is myn (Myopinion). Because my hamburgers are better (Myopinion).

And because you have been making maps for 4 years, not many people have that experience. Except old dead Westwood. Your opinions are the only ones that matters. Nobody elses. What people think of your maps, even if noone ever plays them because they think they suck, so it sits on a server available to donwload but nobody wants them because they suck, still the only opinion about that map is yours. <--- run on sentence.

Another example.

has tasted my hamburgers, and says it sucks, well why should I care my opinion is the only one hamburgers, they suck. The lead Chef comes up to me and says, what are you doing to your

taught him when he was 12. I said well I was making hamburgers with my dad since I was 7. He

He says I need to stop adding that, he is losing business, 3 other people had said they wernt not going change my mind.

I end up getting fired, because I only cared what I thought about the hamburgers, not what the other people thought about the hamburgers, and not listening to my boss. I didn't try and improve or take away the ingredient I was adding because I was to ignorant, and not open minded. And the only opinion that mattered was mine.

Have you ever had a job ACK? A real job? Where you took orders? Where nobody wanted to listen to your opinion. Or cared what you think, they just want you to shutup and do your damn job. Well... have you ever really had a job?

Subject: UNServ Mod Maps (updated)

Posted by [Vegito](#) on Fri, 21 Mar 2003 05:28:26 GMT

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Yep it is the internet. Its also the only place you have friends I bet. Oh well. Guess well have to live with him being here. Not like he does much. Good or bad. All he does is make a map every now and then which honestly how many of us play that map more than a handful of times? Only server that even uses them is the pits.

Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Fri, 21 Mar 2003 06:40:49 GMT

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What an asinine analogy, IceSentry. Not only does this have nothing to do with hamburgers, I also listen what people said. If I didn't, how can I berate them for having ignorant opinions?

The reason my maps are popular, played often, and landed me a spot on Renegade's dev team is because of what I believe.

I listen to what people say.

I observe how maps are done in many different games.

I accept quality suggestions that have been thought-out and aren't a waste of time to read.

See, the thing is, you don't know about that. You don't pay attention to anything but your hatred of everything I do and stand for. You make assumptions about me that have no grounding in reality, then attempt to proliferate those opinions to others because you can't stand alone against me, yet I often stand alone against you and your cronies who've been brainwashed to oppose anything I do or say.

Hey, that's perfectly fine. If you have to convert people to your way of thinking by intimidating them and making them believe lies because you're a loser and are unable to accomplish anything (No one outside of these forums have heard of IceSentry. I know I haven't, and I hear about a lot of people.) in your fucked up little online life.

So, keep it up... I'll keep working on maps, keep learning more about 3D level design, and eventually land a job working for a large company. BTW, I feel sorry for myself. I'll have to help pay the taxes for your prison cell. :rolleyes:

Subject: UNServ Mod Maps (updated)

Posted by [Carl](#) on Fri, 21 Mar 2003 18:16:00 GMT

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Aircraftkiller What an asinine analogy, IceSentry. Not only does this have nothing to do with hamburgers, I also listen what people said. If I didn't, how can I berate them for having ignorant opinions?

The reason my maps are popular, played often, and landed me a spot on Renegade's dev team is because of what I believe.

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So, keep it up... I'll keep working on maps, keep learning more about 3D level design, and eventually land a job working for a large company. BTW, I feel sorry for myself. I'll have to help pay the taxes for your prison cell. :rolleyes:

kudos ack. the first argument ive ever seen that wasnt just bashing. not to mention you actually made points. ;D

Subject: UNServ Mod Maps (updated)

Posted by [Cpo64](#) on Fri, 21 Mar 2003 19:00:39 GMT

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So, from what I can tell, if we held a vote every map ever made by anyone other than WS is crap? If that is so, what is the point of even trying to please anyone?

Have you had a look at this one, no one has told me it completly sucks, ACK said something about it, but I could not tell if it was negitive, or just infomitive?

||
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V

Subject: UNServ Mod Maps (updated)

Posted by [IceSentry](#) on Fri, 21 Mar 2003 19:51:20 GMT

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I pity you ack. I unlike you have a real life, outside of cyber world.

You would make managment easy in the USPS. There looking for ignorant little tattletale backstabbing bastards such as yourself.

You mentioned I was brainwashed? May I ask by who?

I am entitled to my own personal opinons just like yourself. An opinion is JUST an opinion unless you hold rank over people. But wait... all you do is sit around all day modding a dead game...

You contradict yourself just as much as I ever did. But don't ask me what specifically, It will be a waste of my time.

I doubt you would get anywhere high in the video game buisness. Not only does it take good skill to get in. It takes a good attitude, open minded people, and postive constructive critisim, not negative.

Wake up ACK, mommy and daddy arent going to live forever to keep the electricity on and the water running. You can't sit on your computer the rest of your life modding a dead game.

Subject: UNServ Mod Maps (updated)

Posted by [Crimson](#) on Fri, 21 Mar 2003 19:52:23 GMT

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If the game is dead, why are you still here?

Subject: UNServ Mod Maps (updated)

Posted by [Duke of Nukes](#) on Fri, 21 Mar 2003 19:52:50 GMT

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ACK...you want to fucking make maps...then fine...but dont BERATE people for making their own. Dont make fun of us because all of the moderators decided the maps weren't all that bad. These are the maps we decided on because we agreed that they were all that least ok...which is more than I can say for some of yours.

This wasn't meant to be a flame topic...if you dont like the fucking maps...dont play on it...but dont tell us how to run our server. The list was approved by the 3 admins and the 2 super mods. AGAIN...you flaming our choice of maps wont change it. if you want to sit there and make fun of maps...make a map-flaming thread or something.

Subject: UNServ Mod Maps (updated)

Posted by [IceSentry](#) on Fri, 21 Mar 2003 19:55:27 GMT

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CrimsonIf the game is dead, why are you still here?

Your right, I should leave. I'm tired of this game anyways. Thanks for the arguments ACK, I had fun

To all the opposers of ACK and his work. Give up. Your not dealing with a full deck anyways.

Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Fri, 21 Mar 2003 22:39:06 GMT

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IceSentryl pity you ack. I unlike you have a real life, outside of cyber world.

You would make managment easy in the USPS. There looking for ignorant little tattletale backstabbing bastards such as yourself.

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I am entitled to my own personal opinons just like yourself. An opinion is JUST an opinion unless you hold rank over people. But wait... all you do is sit around all day modding a dead game...

You contradict yourself just as much as I ever did. But don't ask me what specifically, It will be a waste of my time.

I doubt you would get anywhere high in the video game buisness. Not only does it take good skill to get in. It takes a good attitude, open minded people, and postive constructive critisim, not negative.

Wake up ACK, mommy and daddy arent going to live forever to keep the electricity on and the water running. You can't sit on your computer the rest of your life modding a dead game.

Right, and so do I. Your point being?

I don't pay attention to the USPS. The last time I cared about anything that happened to them was when the anthrax passed through the mail system. Furthermore, how can you call me backstabbing and such when you don't know me, and since I'm always straight forward? Since when did I backstab you? I can't backstab someone I don't know or care enough about to talk to like a friend.

If you had bothered to read what I wrote, I said you brainwash others, not that you are brainwashed. You seem to exist only to proliferate your opinions as if they mean anything in an established community where I'm one of the oldest and most contributing members. Ever think that's a losing battle?

I rarely contradict myself, and asking you to prove it is a good idea. Care to share your assumed contradictions that I've supposedly said, or are you going to hide behind "Well he's done it, but I don't want to show it." all the time? :rolleyes:

Doubt is what people said about me before. "He'll never get his maps into Westwood. He'll never

be a part of the dev team. He'll never do anything, nobody likes him."

And that's what they all said, and here we are. I have no problems proving you wrong over and over...

Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Fri, 21 Mar 2003 22:44:00 GMT

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Duke of NukesACK...you want to fucking make maps...then fine...but dont BERATE people for making their own. Dont make fun of us because all of the moderators decided the maps weren't all that bad. These are the maps we decided on because we agreed that they were all that least ok...which is more than I can say for some of yours.

This wasn't meant to be a flame topic...if you dont like the fucking maps...dont play on it...but dont tell us how to run our server. The list was approved by the 3 admins and the 2 super mods. AGAIN...you flaming our choice of maps wont change it. if you want to sit there and make fun of maps...make a map-flaming thread or something.

Where, praytell, did I make fun of you for chosing mainly crappy maps? I'll berate anyone for any reason I deem fit. You don't tell me what I can or cannot do, so get over it because I'll be here giving my thoughts on anything I deem necessary.

Your moderators are just like fans. You don't know what makes a good map. You only see the quantity, not the quality. How many maps are there of mine out there? Seventeen? Compared to what, like over two hundred and fifty crappy maps? It's pretty obvious that you're going to believe that the quantity of maps is better than the quality, when that's almost all there is in this game.

Eventually people will wake up and start designing maps with the fun and good looks that people want. Eventually...

Yeah, I don't like the maps. I definitely do not play them. I did before, lots of times, which is why I based my opinions on what they're like. Your server, right... I'm missing out so much on a ten player server. Spare me, please.

Subject: UNServ Mod Maps (updated)

Posted by [Duke of Nukes](#) on Fri, 21 Mar 2003 23:34:33 GMT

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alot of people on 56k cannot play on the larger servers...or at least shouldn't. God forbid we should help out the minorities...right? We like the maps...heck...I just spent 2 hours playing on them...and I only left because one of my closest friends wanted to talk.

One day you will find that it's not good to go out of your way to try to piss people off

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Fri, 21 Mar 2003 23:51:19 GMT
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Good, you like the maps. I'm happy you're satisfied with mediocre maps that have no balance or thought put into them.

Not everyone else has such simplistic tastes, and they are fortunately not the minority.

Subject: UNServ Mod Maps (updated)
Posted by [ghost018](#) on Sat, 22 Mar 2003 02:23:58 GMT
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Don't worry ACK, we all know you can make some quality maps. I noticed when people mention maps they enjoy by other creators aside from yourself, you try to point out how bad the map may be. Specifically when Fortress received positive attention....you mentioned a few insignificant errors here and in the Pits server. Sure, there's one major exploit, but I'd really rather play that map than mines, the airforce base, or one of the Deathmatch maps you've produced. Don't at all take this as a "YOUR MAPS IS BAD" post, because that's not at all what I'm trying to say. Basin, River Canyon, and Gobi are great maps that I frequently find myself playing on. I'm finished. Feel free to flame me or my opinion as a player if you see fit.

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Sat, 22 Mar 2003 02:30:59 GMT
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Yet you haven't produced a reason why.

It's "Hey, I like this map." without any reason whatsoever.

It's like telling me "Yeah, all the time you put into your work to make sure it's as bug free as possible is worthless. These other mediocre, shitty ass maps are better because I like them, but I don't know why."

I gave more than one minor bug. Fortress has lots of major bugs. It looks like shit. It plays like shit. You can walk on the flight ceiling. If you fly too high and your aircraft blows up, you end up on the flight ceiling, walking around. You can fly off the map. You can fly into the tunnels. You can get stuck in many different places in the map. You can easily get your computer restarted by driving into the physical Tiberium crystals. The Obelisk is a foot off the ground and requires being jumped into.

:rolleyes:

Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Sat, 22 Mar 2003 06:10:31 GMT

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Ban him. Report him to the Outwar administrators.

Subject: UNServ Mod Maps (updated)

Posted by [Crimson](#) on Sat, 22 Mar 2003 07:42:56 GMT

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He's banned.

Subject: UNServ Mod Maps (updated)

Posted by [Duke of Nukes](#) on Sat, 22 Mar 2003 08:20:38 GMT

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O.o...banishment...didn't see what he said though

anyways...Ack...I'm sorry...but your maps allow people to snipe into the agt and such when it's still up and running...in all your studying of WOL maps...I think you neglected to realize that the agt and obelisk have a range...and the sniper rifle has a farther range....thus why they never made it so you could shoot/see the obelisk/agt and not be hit by it.

Subject: UNServ Mod Maps (updated)

Posted by [ghost018](#) on Sat, 22 Mar 2003 08:57:28 GMT

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Why do I like Fortress? Other's will agree that it's fun to play on, especially with a lot of players. Let's face it, not everyone has the time or knowledge to make their map perfect. That doesn't mean they shouldn't produce or be put down for doing so.

Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Sat, 22 Mar 2003 09:27:20 GMT

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Duke of NukesO.o...banishment...didn't see what he said though

anyways...Ack...I'm sorry...but your maps allow people to snipe into the agt and such when it's still up and running...in all your studying of WOL maps...I think you neglected to realize that the agt and obelisk have a range...and the sniper rifle has a farther range....thus why they never made it so you could shoot/see the obelisk/agt and not be hit by it.

I've never seen a map I've made where you can snipe into the Advanced Guard Tower or the

Obelisk of Light, except Tropics, and you should be defending your base.

Just because base defenses exist doesn't mean they're going to carry the brunt of the base defense for you. You must learn to work as a team to attack and counterattack all threats that are posed to your base's existence.

Please don't tell me what Westwood intended concerning map design. I know what they intended. I know the level designers for this game. I'm acutely aware of how to construct a map so that it plays properly in Renegade.

Don't blame it on me if you can be sniped. Just get a sniper rifle or an APC and kill the sumbitch.

Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Sat, 22 Mar 2003 09:37:25 GMT

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ghost018Why do I like Fortress? Other's will agree that it's fun to play on, especially with a lot of players. Let's face it, not everyone has the time or knowledge to make their map perfect. That doesn't mean they shouldn't produce or be put down for doing so.

That's not an excuse...

Turning crappy music up higher doesn't make it sound any better. Playing a crappy map with more people doesn't make it more fun.

I detect flawed logic here.

Subject: UNServ Mod Maps (updated)

Posted by [Duke of Nukes](#) on Sat, 22 Mar 2003 09:38:40 GMT

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well...if that's how it was meant to be...then no wonder why it wasn't finished...and did it ever occur to you that the barracks might already be dead? My point is that it's a flawed design...and trust me...I'm being nice about this...I could point out several other problems in each of your maps...but hey...it doesn't matter...I'm just not going to play them.

Whoa...did you hear that? I dont like a map...so I'm letting it slide and am just going to avoid playing it from now on...IT'S A MIRACLE...IT CAN BE DONE

Subject: UNServ Mod Maps (updated)

Posted by [Blazer](#) on Sat, 22 Mar 2003 10:17:32 GMT

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AircraftkillerI gave more than one minor bug. Fortress has lots of major bugs. It looks like shit. It

plays like shit. You can walk on the flight ceiling. If you fly too high and your aircraft blows up, you end up on the flight ceiling, walking around. You can fly off the map. You can fly into the tunnels. You can get stuck in many different places in the map. You can easily get your computer restarted by driving into the physical Tiberium crystals. The Obelisk is a foot off the ground and requires being jumped into.

:rolleyes:

I've never seen that map, but from that description, it certainly sounds like a shoddy half-assed piece of shit, and I don't see how anyone could disagree. If people really do like it, it must be hella fun to make up for all of that.

Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Sat, 22 Mar 2003 10:21:15 GMT

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Duke of Nukeswell...if that's how it was meant to be...then no wonder why it wasn't finished...and did it ever occur to you that the barracks might already be dead? My point is that it's a flawed design...and trust me...I'm being nice about this...I could point out several other problems in each of your maps...but hey...it doesn't matter...I'm just not going to play them.

Whoa...did you hear that? I dont like a map...so I'm letting it slide and am just going to avoid playing it from now on...IT'S A MIRACLE...IT CAN BE DONE

That's not a flawed design. You work as a team or you lose on Tropics.

That's not my fault - IT'S YOUR TEAM'S FAULT AND YOURS, AS AN EXTENSION OF THAT.

Go ahead and point out bugs. You do realize I'm about the only map maker that fixes bugs in my maps? It's not an insult to me because I actually do something about them.

Subject: UNServ Mod Maps (updated)

Posted by [kawolsky](#) on Sat, 22 Mar 2003 13:36:00 GMT

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Would you lot just SHUT UP!!!!!!!!!!!! (especially ack no one cares what you think)

Subject: UNServ Mod Maps (updated)

Posted by [Duke of Nukes](#) on Sat, 22 Mar 2003 14:55:54 GMT

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3 of the maps have been replaced by 2 others...the first post says which

Subject: UNServ Mod Maps (updated)
Posted by [PiMuRho](#) on Sat, 22 Mar 2003 16:58:46 GMT
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Quote:13. Gigantomachy - Not enjoyable or good looking

I'd love to say that I respect your opinion but, quite frankly, I don't. Finish your own maps. Fix all the bugs before you publicly release them, then you can judge other people's work by the same standard as your own.

Subject: UNServ Mod Maps (updated)
Posted by [Crimson](#) on Sat, 22 Mar 2003 20:47:24 GMT
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Duke of NukesWhoa...did you hear that? I dont like a map...so I'm letting it slide and am just going to avoid playing it from now on...IT'S A MIRACLE...IT CAN BE DONE

Your repeated discussions on this topic completely contradict this statement.

Subject: UNServ Mod Maps (updated)
Posted by [ghost018](#) on Sat, 22 Mar 2003 21:02:59 GMT
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AircraftkillerTurning crappy music up higher doesn't make it sound any better. Playing a crappy map with more people doesn't make it more fun.

If I thought the map was crappy I wouldn't play it. But obviously I don't, that's your opinion. Out of all the errors in the map you mentioned, I think I've only experienced maybe two of them. The raised Obelisk and the ability to fly off of the map. I'm not a mapper, nor do I pride myself in finding mistakes in other people's work.

Subject: UNServ Mod Maps (updated)
Posted by [Duke of Nukes](#) on Sat, 22 Mar 2003 21:17:36 GMT
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CrimsonDuke of NukesWhoa...did you hear that? I dont like a map...so I'm letting it slide and am just going to avoid playing it from now on...IT'S A MIRACLE...IT CAN BE DONE

Your repeated discussions on this topic completely contradict this statement.

Notice how I let it go after that? You cant contradict yourself by saying your not going to do something in the future and then not do it...that's called doing what you say

Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Sat, 22 Mar 2003 21:59:34 GMT

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PiMuRhoQuote:13. Gigantomachy - Not enjoyable or good looking

I'd love to say that I respect your opinion but, quite frankly, I don't. Finish your own maps. Fix all the bugs before you publicly release them, then you can judge other people's work by the same standard as your own.

I can judge anyone's work I want to. You don't like that, and I can understand it. You've only released one map and gave an excuse that it looks bad and plays bad because you didn't get paid for it.

Well, guess what - I don't get paid for this either, yet my maps are better playing, and better looking than your only map. So that's that tell you? Bullshitting isn't good for your health, that's what.

I never laid claim to my maps being perfect. If I did, I wouldn't take *my own time* and fix major bugs and minor ones I identify in the process for people who complain anyways even if I do fix them.

It all comes down to dedication -- you don't have it.

Subject: UNServ Mod Maps (updated)

Posted by [Javafx](#) on Sat, 22 Mar 2003 22:03:33 GMT

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AircraftkillerPiMuRhoQuote:13. Gigantomachy - Not enjoyable or good looking

I'd love to say that I respect your opinion but, quite frankly, I don't. Finish your own maps. Fix all the bugs before you publicly release them, then you can judge other people's work by the same standard as your own.

I can judge anyone's work I want to. You don't like that, and I can understand it. You've only released one map and gave an excuse that it looks bad and plays bad because you didn't get paid for it.

Well, guess what - I don't get paid for this either, yet my maps are better playing, and better looking than your only map. So that's that tell you? Bullshitting isn't good for your health, that's what.

I never laid claim to my maps being perfect. If I did, I wouldn't take *my own time* and fix major bugs and minor ones I identify in the process for people who complain anyways even if I do fix them.

It all comes down to dedication -- you don't have it.

^^

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Sat, 22 Mar 2003 22:11:28 GMT
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Quote:Well, guess what - I don't get paid for this either

If it was just dedication you wouldnt whine about not getting paid every three posts.

Subject: UNServ Mod Maps (updated)
Posted by [Javafx](#) on Sat, 22 Mar 2003 22:13:28 GMT
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I haven't seen ACK whine about not being paid. I see him making it a known fact in an arguement. That is not whining.

Subject: UNServ Mod Maps (updated)
Posted by [PiMuRho](#) on Sat, 22 Mar 2003 22:15:30 GMT
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Aircraftkiller

I can judge anyone's work I want to. You don't like that, and I can understand it. You've only released one map and gave an excuse that it looks bad and plays bad because you didn't get paid for it.

Um...in your world, perhaps. I can also judge your work by the same standard. I commented on problems with Glacier_flying, you made the excuse that you didn't get time to fix it up before the patch. Your comments on Gigantomachy were about the texturing. I said I wasn't going to fix it, because I consider them to be minor errors, and I prefer not to release multiple versions of a map. I didn't spend as much time on it as I do my commercial stuff, because I choose not to. Stop twisting my words.

Quote:Well, guess what - I don't get paid for this either, yet my maps are better playing, and better looking than your only map. So that's that tell you? Bullshitting isn't good for your health, that's what.

Opinion again, not fact. Some of your maps look frankly awful. Some of them play badly too. Maybe you should take some of your own anti-bullshit medicine? You are not the epitome of Renegade playing - your opinion on whether a map plays well or not is no more valid than anyone else's.

Quote:I never laid claim to my maps being perfect. If I did, I wouldn't take *my own time* and fix major bugs and minor ones I identify in the process for people who complain anyways even if I do fix them.

In which case, any judgement you make on someone else's map that has the same kind of errors as yours, is totally hypocritical.

Quote:It all comes down to dedication -- you don't have it.

Dedication to what exactly? My job? Lots of dedication. My family? Lots there too. Renegade? Aside from the servers I run, very little. It's a game - what is there to be dedicated to? I don't proclaim myself to be the best Renegade mapper. I've made one Renegade map to date, because I wanted to - not because I wanted anything out of it.

You are the most prolific Renegade mapper. And what does that mean exactly? You're a big fish in a very small pond. Enjoy it. Some people aren't interested in the attention.

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Sat, 22 Mar 2003 22:20:21 GMT
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Quote:I haven't seen ACK whine about not being paid. I see him making it a known fact in an arguement. That is not whining.

I didnt just mean this time when he said it.He uses it as an excuse for anything he does that goes wrong.

He doesnt admit when hes wrong or has made an error.He also wont accept anyone as his equal.

He just thinks hes god's gift. :rolleyes:

Subject: UNServ Mod Maps (updated)
Posted by [PiMuRho](#) on Sat, 22 Mar 2003 22:21:41 GMT
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Javaxcxl haven't seen ACK whine about not being paid. I see him making it a known fact in an arguement. That is not whining.

Come on then, show me where I "whined" about not being paid....

Twist after twist after twist. The words are barely recognisable any more.

Subject: UNServ Mod Maps (updated)
Posted by [Javacx](#) on Sat, 22 Mar 2003 22:35:20 GMT
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PiMuRhoJavacxI haven't seen ACK whine about not being paid. I see him making it a known fact in an argument. That is not whining.

Come on then, show me where I "whined" about not being paid....

Twist after twist after twist. The words are barely recognisable any more.

I never said YOU were whining. Don't be so paranoid.

Subject: UNServ Mod Maps (updated)
Posted by [PiMuRho](#) on Sat, 22 Mar 2003 22:39:08 GMT
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I like being paranoid. Besides, everyone is out to get me

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Sat, 22 Mar 2003 22:46:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

PiMuRhoAircraftkiller

I can judge anyone's work I want to. You don't like that, and I can understand it. You've only released one map and gave an excuse that it looks bad and plays bad because you didn't get paid for it.

Um...in your world, perhaps. I can also judge your work by the same standard. I commented on problems with Glacier_flying, you made the excuse that you didn't get time to fix it up before the patch. Your comments on Gigantomachy were about the texturing. I said I wasn't going to fix it, because I consider them to be minor errors, and I prefer not to release multiple versions of a map. I didn't spend as much time on it as I do my commercial stuff, because I choose not to. Stop twisting my words.

Quote:Well, guess what - I don't get paid for this either, yet my maps are better playing, and better looking than your only map. So that's that tell you? Bullshitting isn't good for your health, that's what.

Opinion again, not fact. Some of your maps look frankly awful. Some of them play badly too. Maybe you should take some of your own anti-bullshit medicine? You are not the epitome of Renegade playing - your opinion on whether a map plays well or not is no more valid than anyone else's.

Quote:I never laid claim to my maps being perfect. If I did, I wouldn't take *my own time* and fix

major bugs and minor ones I identify in the process for people who complain anyways even if I do fix them.

In which case, any judgement you make on someone else's map that has the same kind of errors as yours, is totally hypocritical.

Quote:It all comes down to dedication -- you don't have it.

Dedication to what exactly? My job? Lots of dedication. My family? Lots there too. Renegade? Aside from the servers I run, very little. It's a game - what is there to be dedicated to? I don't proclaim myself to be the best Renegade mapper. I've made one Renegade map to date, because I wanted to - not because I wanted anything out of it.

You are the most prolific Renegade mapper. And what does that mean exactly? You're a big fish in a very small pond. Enjoy it. Some people aren't interested in the attention.

You sure can, doesn't mean you've got any kind of weighted opinion when it comes to the matter. It isn't an excuse that I can't patch Glacier Flying anymore, it's a fact. I cannot do anything else to the map unless Electronic Arts allows more patches to be made for this game. Extensive QA time must be allotted to the map and then it has to be put into the patch update by a programmer. Until EA allows that to happen, I cannot fix the map anymore than it already has been.

Some of my maps look awful... Right. Give me examples or don't mention anything at all. Same for the rest of that concerning the playability, give examples or don't vaguely say something. If I'm not the epitome of map design in this community, then tell me -- who is? You? Anyone else? Right. Stop saying funny stuff because you're making it hard to argue.

Yes, it's so totally hypocritical to address the faults of another map and insult the map maker because they refuse to fix their maps like I do, and continually put out crap that no one in their right mind would really call a map. Yes, that's so hypocritical. You haven't even put out an update to your map either, and it's been a long time. You haven't even taken the time to fix the horrid UVs on the mountains or tunnels, and you haven't taken the time to fix the "Default" material bugs which are all over the map. I don't care if you don't want to put any effort into your non-commercial work -- I'm not going to buy anything you've worked on because of the sole fact that you show a lot of unprofessionalism in this map. If that's what I'm going to see, then that's a major turn-off. Take pride in your work or don't even make a map.

A big fish in a small pond... Right, once again, this game is continually expanding, both by servers and by players. Maybe it's a small pond over there in GSA, I don't know. I rarely visit GSA for Renegade.

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Sat, 22 Mar 2003 22:57:09 GMT
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Dont bother arguing.Hes too stupid to realize that the map maker isnt the person who says who the good maps are.Its the players.And I see one person defending his maps and a few saying

they suck. Guess what that means? That one guy can go play by himself.

Subject: UNServ Mod Maps (updated)
Posted by [Creed3020](#) on Sat, 22 Mar 2003 23:01:31 GMT
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You are all old woman who are bickering over if it's going to rain or not.... :rolleyes:

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Sat, 22 Mar 2003 23:04:53 GMT
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VegitoDont bother arguing. Hes too stupid to realize that the map maker isnt the person who says who the good maps are. Its the players. And I see one person defending his maps and a few saying they suck. Guess what that means? That one guy can go play by himself.

Yeah, that's why The Pits and many other servers including OnnaServe run my maps nightly, because the players hate them. That's the only reason. :rolleyes:

Subject: UNServ Mod Maps (updated)
Posted by [Demolition man](#) on Sat, 22 Mar 2003 23:07:00 GMT
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mmm Pi his map looks higher rated by players then your maps

<http://www.renmaps.com/index.cfm?s=author&a=Pi%7CMu%7CRho>

<http://www.renmaps.com/index.cfm?s=author&a=Aircraftkiller>

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Sat, 22 Mar 2003 23:08:24 GMT
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Well, lets see, that's one map with sixteen ratings compared to seventeen maps with a lot having over twenty ratings.

There's no comparison in that.

Subject: UNServ Mod Maps (updated)
Posted by [PiMuRho](#) on Sat, 22 Mar 2003 23:13:49 GMT

Aircraftkiller

You sure can, doesn't mean you've got any kind of weighted opinion when it comes to the matter. It isn't an excuse that I can't patch Glacier Flying anymore, it's a fact. I cannot do anything else to the map unless Electronic Arts allows more patches to be made for this game. Extensive QA time must be allotted to the map and then it has to be put into the patch update by a programmer. Until EA allows that to happen, I cannot fix the map anymore than it already has been.

Fair enough.

Quote:

Some of my maps look awful... Right. Give me examples or don't mention anything at all. Same for the rest of that concerning the playability, give examples or don't vaguely say something. If I'm not the epitome of map design in this community, then tell me -- who is? You? Anyone else? Right. Stop saying funny stuff because you're making it hard to argue.

Well, in my opinion, Glacier_flying looks awful and plays badly. There's an example. I'll reiterate though, that's an opinion, like your opinion of my map.

Quote:Yes, it's so totally hypocritical to address the faults of another map and insult the map maker because they refuse to fix their maps like I do, and continually put out crap that no one in their right mind would really call a map. Yes, that's so hypocritical. You haven't even put out an update to your map either, and it's been a long time. You haven't even taken the time to fix the horrid UVs on the mountains or tunnels, and you haven't taken the time to fix the "Default" material bugs which are all over the map. I don't care if you don't want to put any effort into your non-commercial work -- I'm not going to buy anything you've worked on because of the sole fact that you show a lot of unprofessionalism in this map. If that's what I'm going to see, then that's a major turn-off. Take pride in your work or don't even make a map.

Re-read what I said. It's hypocritical if you don't address your own errors.

What does time have to do with my map? If I fix the (minor) issues with it, I'll do so when I have the opportunity and desire to do so. As the majority of people seem quite happy with it, I see no compelling reason to at the moment.

Heh, I'm sure the loss of that one sale is really going to hurt me in years to come. I do take immense pride in my work - the nitpicking of one individual doesn't really mean a great deal. Here again, your opinion means little. My work is obviously good enough to attract the publishing deal that I'm currently negotiating.

Quote:

A big fish in a small pond... Right, once again, this game is continually expanding, both by servers and by players. Maybe it's a small pond over there in GSA, I don't know. I rarely visit GSA for Renegade.

Small pond - Renegade. Big ponds - Half-Life, Quake 3, UT2003, . Understand now? Renegade will never, ever reach those levels, as much as I would like it to. You look at some of the mappers from those communities, who produce maps way better than anything you (or I) do. The ones that get hired based on their work. Unlike you. A while ago, I was in a position to hire 3 mappers for 3000AD. Did we look at the Renegade community? Yes - I suggested your name to my (ex)

boss. He wouldn't take you on, because a) he didn't think your work was good enough, and b) he didn't like your attitude. Instead, we went for 2 Half-Life and one Quake 3 mapper, who are happily producing commercial-quality maps for 3000AD's next game.

GSA isn't a place, you know. It's just a different protocol for the servers. Silly. You promote the growth of Renegade on one hand, then segregate it with the other. Well done.

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Sat, 22 Mar 2003 23:36:54 GMT
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Quote:Yeah, that's why The Pits and many other servers including OnnaServe run my maps nightly, because the players hate them. That's the only reason

2 servers out of a couple hundred.I bet your real proud. :rolleyes:

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Sun, 23 Mar 2003 00:46:00 GMT
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Well, yeah, I'm proud of that because you can't make a map at all to begin with, so anything I do is an accomplishment over the nothing you've done.

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Sun, 23 Mar 2003 00:50:49 GMT
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[quote="PiMuRho"]Aircraftkiller

Quote:

A big fish in a small pond... Right, once again, this game is continually expanding, both by servers and by players. Maybe it's a small pond over there in GSA, I don't know. I rarely visit GSA for Renegade.

Small pond - Renegade. Big ponds - Half-Life, Quake 3, UT2003, . Understand now? Renegade will never, ever reach those levels, as much as I would like it to. You look at some of the mappers from those communities, who produce maps way better than anything you (or I) do. The ones that get hired based on their work. Unlike you. A while ago, I was in a position to hire 3 mappers for 3000AD. Did we look at the Renegade community? Yes - I suggested your name to my (ex) boss. He wouldn't take you on, because a) he didn't think your work was good enough, and b) he didn't like your attitude. Instead, we went for 2 Half-Life and one Quake 3 mapper, who are happily producing commercial-quality maps for 3000AD's next game.

GSA isn't a place, you know. It's just a different protocol for the servers. Silly. You promote the

growth of Renegade on one hand, then segregate it with the other. Well done.

I don't want to work with 3000AD to begin with. I have one company set in mind.

I haven't had any art college experience or anything but the desire to make maps for this game. My attitude doesn't matter either... I'm sort of happy that my attitude deterred that guy from asking me to join a company that I don't want to join. If he doesn't like people who tell things straight up and honest, then that's his loss - not mine.

GSA is a place. It's a different place to go in Renegade. I don't like it. I don't like the people, I don't like the servers, and I really don't like the advertisements. WOL is what I support, not GameSpy Arcade.

Subject: UNServ Mod Maps (updated)
Posted by [Crimson](#) on Sun, 23 Mar 2003 02:37:38 GMT
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In my humble opinion...

I have played Gigantomachy a couple time on The Pits and I have yet to see any base destruction. That's my biggest problem with the map -- no one can get into either base. However, the layout outshines most fan maps out there, though I do feel the ground texture could have been blended a bit more. If more map makers were at that level, we'd have a lot more playable maps besides ACK's. I still think it's better than ACK's first Renegade map, Country Meadows.

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Sun, 23 Mar 2003 03:19:59 GMT
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Of course it is, because I had no 3D experience back then, compared to him being a game level designer when he made his first map.

Subject: UNServ Mod Maps (updated)
Posted by [PiMuRho](#) on Sun, 23 Mar 2003 06:29:04 GMT
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Quote:My attitude doesn't matter either... I'm sort of happy that my attitude deterred that guy from asking me to join a company that I don't want to join. If he doesn't like people who tell things straight up and honest, then that's his loss - not mine.

If you think attitude doesn't matter, you are so mistaken. The first thing any developer will look at is your ability. After that, they'll look at how well you'll fit into the team, who are going to have to be working together for long hours, in high stress conditions (doubly so at crunch time). The last thing they want is some kind of prima donna or egotist. There's no superstars in level design.

Subject: UNServ Mod Maps (updated)

Posted by [Duke of Nukes](#) on Sun, 23 Mar 2003 07:23:36 GMT

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wouldn't it be awesome if you morons could keep from turning a single one of my posts into a flame war? Seriously...before I tried to start an infantry only league...and everyone decided to flame me because of it. Then when ctf came out, I asked a few people to see if any would be interested in a CTF league...and got flamed. Now I post a list of maps that we're going to be playing on the server...and get flamed again.

I personally only like 1 of your maps, ACK...and that's Mines. Since the server started doing this, this is the feedback I have seen oriented around maps:

1. Boxed In - 9 out of 10 people enjoy it, no lag or bugs
 2. siege - Haven't heard a single complaint
 3. tiberium temple - 1 complaint about the tiberium creatures
 4. hangmans canyon - No complaints
 5. mines - several people have attempted B2B
 6. secret base - we got 1 point whore
 7. dawn patrol 2 - 1 bug and a few complaints about the spacing of the buildings
 8. conquest island - a few lag issues, sometimes a direct hit on something does no damage
 9. delta - slightly confusing to some at first, nothing else
 10. Tropics - seems to be unbalanced in nods favor, I personally got an issue where the obelisk shot me while I was inside it. It's possible and relatively easy to shoot a person standing in front of the agt or obelisk. Several Vis errors
 11. River Canyon - a mammy didn't seem to be able to shoot stealths from behind the weapons.
 12. Duel Death - required too much teamwork that people couldn't provide. Bad placement of the HON where you could get in and beacon easily while both obby's are still up.
 13. Gigantomachy - I've heard no complaints other than it's hard to destroy buildings from Crimson. In game, everyone seems to enjoy it.
-

Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Sun, 23 Mar 2003 07:48:01 GMT

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What else do you expect from a ten player server? You don't even have that many good players frequenting it.

Subject: UNServ Mod Maps (updated)

Posted by [Duke of Nukes](#) on Sun, 23 Mar 2003 07:57:47 GMT

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if that's what you want to think...then ok. A good deal of our regulars could hold their own against several other players that you would call "the best." Dont assume things...just because a server's small doesn't mean that everyone sucks on it.

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Sun, 23 Mar 2003 15:42:57 GMT
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What do you mean?The reason the pits is so good is cause Ack plays there.

You honestly didnt know? :rolleyes:

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Sun, 23 Mar 2003 21:51:05 GMT
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No, probably because we'd make sure to kick you out of the game. Not many of our moderators like asses, and you're definitely one.

Subject: UNServ Mod Maps (updated)
Posted by [Duke of Nukes](#) on Sun, 23 Mar 2003 22:30:18 GMT
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seems to be going around....

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Mon, 24 Mar 2003 00:08:28 GMT
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They let a little faggot like you be a mod so I bet Id get VIP treatment sine Im nothing next to you.

Heh pits is too small for me.Not enough ladder given out.So I dont even go there so you dont even have an argument.Come back when you have something to say.

Subject: UNServ Mod Maps (updated)
Posted by [Sk8rRIMuk](#) on Mon, 24 Mar 2003 01:23:31 GMT
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Well as soon as I saw this topic had turned in to a flame war against ACK I made a conscious decision not to post it this topic but I decided to read it and it became apparent that many good points had been put across...

I tried to read this in as much a unbiased opinion as possible...

Firstly from this topic I actually found out ACK is actually human and a good one at that...

I think that you need to accept that there are some other good maps besides yours and SomeRhino's as well as bad ones...

I also would like to say that the reason ACK puts down most maps is because he has experience and a higher standard...

You must realise ACK is doing this for FREE when he could be out earning good money I believe from his work...

The AGT spawn kill sucks but spawn kills are a fact of Renegade deal with it and you may be able to get out of them...

Whatever your opinion ACK is here to stay if you like it or not and he will go on to be a well respected 3D Designer (my career choice as well)...

I am going to start modding soon aswell and I hope my maps will meet ACK's standards .

-Sk8rRIMuk

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Mon, 24 Mar 2003 02:23:20 GMT
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This guy actually plays for ladder points?!

LOL

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Mon, 24 Mar 2003 02:34:08 GMT
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Aww sounds like someone with no skills at getting ladder making excuses again.

Maybe you should do that for a living since you seem good at it. :rolleyes:

Subject: Re: UNServ Mod Maps (updated)
Posted by [Whitedragon](#) on Mon, 24 Mar 2003 02:48:06 GMT
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Duke of Nukes
1. Boxed In
2. siege
3. tiberium temple

4. hangmans canyon
5. mines
6. secret base
7. dawn patrol 2
8. conquest island
9. delta
10. Tropics
11. River Canyon
12. Duel Death
13. Gigantomachy

Heres my thoughts on these maps:

1. Boxed In - Crappy map, seems to favour GDI.
2. siege - Very nice map, has a few glitches here and there though.
3. tiberium temple - Farelly good, the tiberium mutants are annoying and uh..stupid.
4. hangmans canyon - Havnt played many games on it yet but it seems to favour NOD somewhat.
5. mines - Wonderful map, but has some problems with base to basers.
6. secret base - Strange but fun, very big, a few point whoring problems
7. dawn patrol 2 - horrible map
8. conquest island - Wonderful map, has a few glitches like how you can get on top on the mountains and the repair pad one.
9. delta - Bad texturing
10. Tropics - In my opinion the best map on this list, sorta hard to infiltrate the bases but not so much as to make it not fun, very nicely textured and designed.
11. River Canyon - Medicore map, found no problems but it just dosnt seem fun
12. Duel Death - Uh, we never played this one and ive never heard of it before....
13. Gigantomachy - Very nicely designed and textured, though somewhere hard to infiltrate the bases.

Subject: UNServ Mod Maps (updated)

Posted by [Duke of Nukes](#) on Mon, 24 Mar 2003 04:03:13 GMT

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cc didn't put caverns and Duel Death in because he decided not to after we had talked about putting them in.

Subject: UNServ Mod Maps (updated)

Posted by [SHADY-CNCU](#) on Mon, 24 Mar 2003 15:17:42 GMT

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gdi can walk right into nods base on gig... but,,, as you can on any map

glacier flying has problems ack... it lags, low fps, low sfps, and is easily exploitable in both the released versions...

Ack... you are the best

end of story. You win by default, out of the many mappers that started, few actually finished anything after the months of waiting for the tools from WS... 3D4Free had you beat with Cnc Village... to bad i do not have the map, nor do i know if it was ever completed, o0Commander0o, possibly the best renegade mapper out there, ever will never return.

Augusto, has been ridiculed by you and your horde of followers that his stuff is often ignored... he has a large token of skill, yet... it will probably never be fully seen...

Ingrowninp a.k.a. BeahHead.. has the best map i have ever seen... in his Jungle Preview video... I am still waiting for that map's release...

Pi.. is a 3d master, yet, he is not you or in your graces, so you will never respect the fact that he might be better than you master, yet, he is not you or in your graces, so you will never respect the fact that he might be better than you

things up... the same result happens all over every time, a vicious cycle that repeats... it truly is sad that you cant accept it and must drag others into it (your friends)... you cant stand me... yet i have the patience to put up with you.... checkmate.

i tried to help you and to steer you towards the direction that would have taken you furthest in this community and possibly professionally.. Study those who have gone from community to professional in other games.. And you are the lone stand out.. in your own words " I r the Jakas"

this full time..

Renegade was a good game... it had the potential at the beginning to be great... but, due to the long dev time, the actual changes in eh game itself, and the lack of support from WS /EA afterwards resulted in what we have now... Will we see Renegades full potential? Maybe... It lies in Ren Evo... If they can accomplish what they have started out to do... we might see a resurgence in Ren with the right PR, and a little help from lady luck. Cheers to Jon Wil, Dante, Blazer, Scorp, and the rest of the crew... and good luck.

Ack you are the king as i said before, there is no one better.,... there is no one that has ever achieved your level of greatness in any game.... we are at a game where the truly talented people have long since departed, or are involved in a long shot a project..

Enjoy your reign, its yours. You earned it. You worked till 3 am countless nights for it. to rise to the top... that was your price...

WS set the standard for exceptional work with the games release. that level has yet to be attained outside of the professional development. We have had valiant attempts by many to approach it.. But it hasn't been attained... the ones who actually might have accomplished it.. are no longer with us.. tis sad, but true.. So that brings us to the present, we have you... the master, and we have a few straggling loose individuals, who might have succeeded in topping your quality of work.... but have been flamed, berated, told to bug off so many times that they have no desire

to try any more... once again... you win by default...

so where does that leave us?? Our best mapper is on top, cant out do the creators, and is near to impossible to associate with,,, since you have not yet out done Westwood, that must mean that your best, is mediocre at its best... there fore you are the king of mediocrity.... Enjoy your world.

Subject: UNServ Mod Maps (updated)
Posted by [MeXadiaz](#) on Mon, 24 Mar 2003 16:16:40 GMT
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Just FORGET it. I agree with creed, you do all sound like old woman bickering over whether it's going to rain or not.

Subject: UNServ Mod Maps (updated)
Posted by [Yano](#) on Mon, 24 Mar 2003 18:48:53 GMT
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MeXadiazThis discussion= :rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes: :rolleyes:
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Just FORGET it. I agree with creed, you do all sound like old woman bickering over whether it's going to rain or not.
I would like to hear that

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Mon, 24 Mar 2003 22:16:57 GMT
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Shady, that was quite possibly the most ignorant thing I've read all day.

Compare any of o0Commander0o's maps to any of mine - there is no comparison. His were total shit and he knew it, which is why he left.

I know you're jealous of Westwood supporting what I did... I recall you being upset because they wouldn't give you a single thing.

Subject: UNServ Mod Maps (updated)

Posted by [Duke of Nukes](#) on Mon, 24 Mar 2003 23:49:50 GMT

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you made the biggest name for yourself on the boards...it's easy when you post a tread everytime you make a minor accomplishment and flame every last person for moronic things

Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Tue, 25 Mar 2003 03:36:54 GMT

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It had nothing to do with the forum. Westwood laughed at everyone on it, and I can't honestly blame them, because I did the same thing.

It had to do with the quality of my work and the dedication I have to the game, not with anything else.

Subject: UNServ Mod Maps (updated)

Posted by [Duke of Nukes](#) on Tue, 25 Mar 2003 03:41:35 GMT

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I have to agree that oOCommanderOo's maps were better...if I had my say...we'd have alot more of his maps on the rotation

Subject: UNServ Mod Maps (updated)

Posted by [Vegito](#) on Tue, 25 Mar 2003 04:04:47 GMT

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Quote:It had to do with the quality of my work and the dedication I have to the game, not with anything else.

Sure it did kiddo.You think that. :rolleyes:

Afterall we all just love you now dont we?

And Allgustos maps were quite good too.Pity Ack had to flame and drive people against him cause the little boy was jealous.

Subject: UNServ Mod Maps (updated)

Posted by [Crimson](#) on Tue, 25 Mar 2003 05:57:06 GMT

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AllGusto was a copycat, a thief, and a liar. And I'm not saying that because I am friends with ACK. I have seen him repeatedly steal ideas with my own eyes.

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Tue, 25 Mar 2003 06:30:48 GMT
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Duke of Nukes I have to agree that oOCommanderOo's maps were better...if I had my say...we'd have alot more of his maps on the rotation

Right, in what way? The fact that he tossed in meaningless crap that made no sense?

What about a huge load of Recon Bikes in a map - yeah, that makes it fun -- not.

I think you're just looking for excuses so you don't have to like something I've made.

Subject: UNServ Mod Maps (updated)
Posted by [Duke of Nukes](#) on Tue, 25 Mar 2003 07:21:00 GMT
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I rather enjoyed almost all of his maps...I was unaware that I wasn't allowed to like other maps other than WS's and your own crappy and laggy ass maps. Tropics and Glacier are the only maps of your that I can name that dont lag uncontrollably anymore

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Tue, 25 Mar 2003 09:06:08 GMT
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Then you have one sub-standard computer, which is your own fault.

By the way, since you're obviously not able to comprehend this: Latency (Otherwise known as "lag") is caused only by the connection between you, the servers the data travels through, and the server itself, as well as the server's hardware specifications and its connection.

You're talking about FPS issues and that's only your fault, and yours alone. Get a better computer. :rolleyes:

Subject: UNServ Mod Maps (updated)
Posted by [maj.boredom](#) on Tue, 25 Mar 2003 13:28:25 GMT
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AircraftkillerThen you have one sub-standard computer, which is your own fault.

By the way, since you're obviously not able to comprehend this: Latency (Otherwise known as "lag") is caused only by the connection between you, the servers the data travels through, and the server itself, as well as the server's hardware specifications and its connection.

You're talking about FPS issues and that's only your fault, and yours alone. Get a better computer. :rolleyes:

portions of players have FPS issues with these maps. You can blame what ever you want, but it a simple equation:

ComputerX + conectionY + ServerZ + Map1 = no issues
ComputerX + conectionY + ServerZ + Map2 = no issues
ComputerX + conectionY + ServerZ + Map3 = no issues
ComputerX + conectionY + ServerZ + Map4 = no issues
ComputerX + conectionY + ServerZ + Map5 = no issues
ComputerX + conectionY + ServerZ + Glaciers = FPS issues

better show of skill to make a map of the masses and not the top %25 of the users? I know in web design, the standard is (or recently was) 800 x 600 resolution. Anything bigger wouldn't fit on

Subject: UNServ Mod Maps (updated)
Posted by [Duke of Nukes](#) on Tue, 25 Mar 2003 16:17:43 GMT
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ACK...yes I do have a substandard computer which will be remedied in a few months. However...the point remains that I get "FPS issues" (since your so gramatically inclined) on your maps but not the WS maps or the majority of the fan maps...and I'm not the only one. I'd be willing to be that the majority of players get FPS issues on your "finished" WS maps.

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Tue, 25 Mar 2003 16:19:13 GMT
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Mine works just fine on those maps.

There is a lowerig of fps on glscier though.I drop down to about 70 steady.

Subject: UNServ Mod Maps (updated)
Posted by [Javaxcx](#) on Tue, 25 Mar 2003 17:00:50 GMT

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How many of you people have actually played Glacier on a 20+ player server? There is no lag. The latency does not get effected by Glacier. If you'll notice, (because teh FUD1 server is only on a ~700mhz Celeron) teh SPFS drop minorly. Likewise, my fps drop about 10% because of it. It doesn't affect my gameplay experiance very much at all.

The map is large, and if the server can't take it, you'll get the illusion of lag, when it's really just the server computer trying to catch up.

That is not the map-maker's fault. The map runs quite nicely on a 2ghz machine with a RIVA TNT.

You people are making this a vendetta when there doesn't need to be one. The maps is good, you want I wrught this, the maps is good! Stop whining because you don't like the guy, and enjoy his work, because it IS good.

Subject: UNServ Mod Maps (updated)

Posted by [Blazer](#) on Tue, 25 Mar 2003 17:10:43 GMT

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Glacier is a large map, and has more detail and lighting effects than most maps. This could cause some slowdown if your PC or the server is bare minimum requirements.

I for one gladly trade a small performance hit for the extra detail and effects

So you see, its not because Glacier is so "bad" that it slows you down, its because its better.

Subject: UNServ Mod Maps (updated)

Posted by [Duke of Nukes](#) on Tue, 25 Mar 2003 20:54:19 GMT

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...ACK began this when he came into a thread and dissed everyone elses maps. He has a permanant ego trip...and thinks if someone else likes any other map than his own...he has to flame them. I can honestly say I dont really enjoy any of ACK's maps. They are either one sided, have a FPS issue, or attract point whores like no other. Dont even try giving me that FPS crap about how it's the servers fault. As I said before...90% of the maps out there do not kill my FPS...as I'm sure many peoples do...heck...I know that. I still hear people complaining about it in Glacier.

Atari and the original Nintendo have some of the best games...which is better...Super Mario Brothers or Mario Sunshine? Better graphics do not mean a better game...I would still be playing Renegade if it had graphics like Duke Nukem 3D...or even Wolfenstein 3D

Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Wed, 26 Mar 2003 02:24:46 GMT

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maj.boredomAircraftkillerThen you have one sub-standard computer, which is your own fault.

By the way, since you're obviously not able to comprehend this: Latency (Otherwise known as "lag") is caused only by the connection between you, the servers the data travels through, and the server itself, as well as the server's hardware specifications and its connection.

You're talking about FPS issues and that's only your fault, and yours alone. Get a better computer. :rolleyes:

portions of players have FPS issues with these maps. You can blame what ever you want, but it a simple equation:

ComputerX + conectionY + ServerZ + Map1 = no issues
ComputerX + conectionY + ServerZ + Map2 = no issues
ComputerX + conectionY + ServerZ + Map3 = no issues
ComputerX + conectionY + ServerZ + Map4 = no issues
ComputerX + conectionY + ServerZ + Map5 = no issues
ComputerX + conectionY + ServerZ + Glaciers = FPS issues

better show of skill to make a map of the masses and not the top %25 of the users? I know in web design, the standard is (or recently was) 800 x 600 resolution. Anything bigger wouldn't fit on

In your case it just might take a rocket scientist. I get FPS issues on every map I play because I have a sub-standard computer, and I design maps around that computer, so if it runs decently on my computer and not on anyone else's - it's your fault alone, you fucking idiot.

Thanks for proving how fucking retarded you are. Get the hell out of the forums if your only purpose in being here is to irritate others.

Subject: UNServ Mod Maps (updated)

Posted by [Aircraftkiller](#) on Wed, 26 Mar 2003 02:30:04 GMT

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Duke of Nukes...ACK began this when he came into a thread and dissed everyone elses maps. He has a permanant ego trip...and thinks if someone else likes any other map than his own...he has to flame them. I can honestly say I dont really enjoy any of ACK's maps. They are either one sided, have a FPS issue, or attract point whores like no other. Dont even try giving me that FPS crap about how it's the servers fault. As I said before...90% of the maps out there do not kill my FPS...as I'm sure many peoples do...heck...I know that. I still hear people complaining about it in Glacier.

Atari and the original Nintendo have some of the best games...which is better...Super Mario Brothers or Mario Sunshine? Better graphics do not mean a better game...I would still be playing Renegade if it had graphics like Duke Nukem 3D...or even Wolfenstein 3D

You're full of shit. You know damn well you have FPS issues on every fucking fan map because you have a computer that's probably as pathetic as mine is. Stop bullshitting to try and make your point look valid - no one else complains about my maps being one sided. That's because they aren't. No one else complains that my maps are able to be "point whored" (EVER THINK THAT BUILDING DESTRUCTION IS HOW YOU WIN A GAME? YOU DON'T WIN BY NOT SHOOTING BUILDINGS.) like you do.

In fact, you're the only one who complains about that stuff - which leads me to believe you're bullshitting again.

So please shut the fuck up, and cut out the loads of trailing off. You don't need to use a trail off (...) each time you write a sentence.

Subject: UNServ Mod Maps (updated)

Posted by [Duke of Nukes](#) on Wed, 26 Mar 2003 02:47:06 GMT

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I can do whatever the fuck I want...isn't that right? oh...look at this...isn't this so cool? None of your cronies have the balls to stand up to you because they want your nuts. Building destruction is one thing...but sitting there repeatedly shooting a building that's being repaired faster than destroyed is another. And no...I dont have FPS issues on every fan map...just the ones with AI and your finished WS maps and Country Meadows. I honestly cannot think of a single other one.

Subject: UNServ Mod Maps (updated)

Posted by [Javafx](#) on Wed, 26 Mar 2003 03:01:55 GMT

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Duke of Nukes I can do whatever the fuck I want...isn't that right? oh...look at this...isn't this so cool? None of your cronies have the balls to stand up to you because they want your nuts. Building destruction is one thing...but sitting there repeatedly shooting a building that's being repaired faster than destroyed is another. And no...I dont have FPS issues on every fan map...just the ones with AI and your finished WS maps and Country Meadows. I honestly cannot think of a single other one.

It's nice to called a "cronnie" because my opinions conflict with yours, and are more similar to his. I wouldn't be a cronnie if I sided with you now would I?

Subject: UNServ Mod Maps (updated)

Posted by [Vegito](#) on Wed, 26 Mar 2003 03:02:51 GMT

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Quote: Get the hell out of the forums if your only purpose in being here is to irritate others.

Take your own advice and leave with him.

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Wed, 26 Mar 2003 03:35:34 GMT
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That's about all you do yourself, you hypocritical newbie.

Quote:I can do whatever the fuck I want...isn't that right? oh...look at this...isn't this so cool? None of your cronies have the balls to stand up to you because they want your nuts. Building destruction is one thing...but sitting there repeatedly shooting a building that's being repaired faster than destroyed is another. And no...I dont have FPS issues on every fan map...just the ones with AI and your finished WS maps and Country Meadows. I honestly cannot think of a single other one.

Right, and I can do the same, so get over it. I don't have cronies. I just have people who agree with me and know you're bullshitting to make your opinions have some kind of weight. When will this guy ever learn? Interesting as to when he will!

Yeah, so they can "point whore" all they want because that's a legitimate part of the game - here's my advice: Stop being a whiny little bitch and go out and destroy the attackers. Ever think of that one?!

You have FPS issues on every map, stop bullshitting me. If you have a crappy computer, you cannot selectively have no problems with one map and none with another unless the one map is really low polygon and texture intensive. Don't try arguing with me about this engine because I'll slap your bitch-ass back to the Stone Age with nothing but solid fact.

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Wed, 26 Mar 2003 03:38:39 GMT
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No your maps is bad.

Subject: UNServ Mod Maps (updated)
Posted by [maj.boredom](#) on Wed, 26 Mar 2003 03:57:22 GMT
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Aircraftkillermaj.boredomAircraftkillerThen you have one sub-standard computer, which is your own fault.

By the way, since you're obviously not able to comprehend this: Latency (Otherwise known as "lag") is caused only by the connection between you, the servers the data travels through, and the server itself, as well as the server's hardware specifications and its connection.

You're talking about FPS issues and that's only your fault, and yours alone. Get a better computer. :rolleyes:

Its not his fault alone. It not even his fault. It would be the mapmaker's fault alone. Good portions of players have FPS issues with these maps. You can blame what ever you want, but it a simple equation:

ComputerX + conectionY + ServerZ + Map1 = no issues
ComputerX + conectionY + ServerZ + Map2 = no issues
ComputerX + conectionY + ServerZ + Map3 = no issues
ComputerX + conectionY + ServerZ + Map4 = no issues
ComputerX + conectionY + ServerZ + Map5 = no issues
ComputerX + conectionY + ServerZ + Glaciers = FPS issues

It doesn't take a rocket scientist to figure out what the problem is. You're only changing 1 thing and that is the map. Now, I'm sure on elite computers these maps work better, but wouldn't it be a better show of skill to make a map of the masses and not the top %25 of the users? I know in web design, the standard is (or recently was) 800 x 600 resolution. Anything bigger wouldn't fit on the screen for a good portion of the users. It's the same concept.

In your case it just might take a rocket scientist. I get FPS issues on every map I play because I have a sub-standard computer, and I design maps around that computer, so if it runs decently on my computer and not on anyone else's - it's your fault alone, you fucking idiot.

Thanks for proving how fucking retarded you are. Get the hell out of the forums if your only purpose in being here is to irritate others.

I guess I only irritate you for some reason. It really shows when you call me names. No, I'm not and idiot and I don't have chubby fingers.

This is a valid, intelligent point. Let me put it in the for of a question for you: If the only thing I the equation that changes is that map, then how can it not be the map that is causing the FPS issues? Try explaining it with out the name calling. If you can.

Subject: UNServ Mod Maps (updated)
Posted by [Hellweed](#) on Wed, 26 Mar 2003 04:00:55 GMT
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It is a valid point and I'd be interested in the edited explanation.

This name calling to prove points has gotten way out of hand.

Subject: UNServ Mod Maps (updated)
Posted by [Cpo64](#) on Wed, 26 Mar 2003 04:54:20 GMT
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maj.boredom

This is a valid, intelligent point. Let me put it in the form of a question for you: If the only thing in the equation that changes is that map, then how can it not be the map that is causing the FPS issues? Try explaining it without the name calling. If you can.

Didn't someone already do that,
Blazer...its not because Glacier is so "bad" that it slows you down, its because its better.

I thought someone did, oh well,

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Wed, 26 Mar 2003 04:57:31 GMT
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You made absolutely no sense. I already explained it before, and in your idiotic mind, you're unable to comprehend it.

"Interesting as to when you will learn!"

Find something better to do with your time before you're banned for trolling the forums.

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Wed, 26 Mar 2003 04:59:28 GMT
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Quote:Find something better to do with your time before you're banned for trolling the forums.

Stop trying to act like you have authority over anyone. Its rather sad to watch.

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Wed, 26 Mar 2003 05:09:59 GMT
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You're not making a good case for yourself, either.

Subject: UNServ Mod Maps (updated)
Posted by [Cpo64](#) on Wed, 26 Mar 2003 05:26:12 GMT
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"Hey Ack, wouldn't it be funny if you just disappeared for like 2 days, I can see it now..."

Day 1: "Hey everyone! It looks like we finally won! Ack Is gone! Yay!"

Day 2: "Sob, I am so lonely, my life has no meaning now, (wait, it never did!)"

Day 3: "Ack Is Dead!" (Ack shows up) "Dam you Ack, Your maps is bad!"

...Okay, no more dream sequences from me.

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Wed, 26 Mar 2003 06:10:11 GMT
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The ack being dead isnt a dream only you have.

Subject: UNServ Mod Maps (updated)
Posted by [Hellweed](#) on Wed, 26 Mar 2003 06:14:21 GMT
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BlazerGlacier is a large map, and has more detail and lighting effects than most maps. This could cause some slowdown if your PC or the server is bare minimum requirements.

I for one gladly trade a small performance hit for the extra detail and effects

So you see, its not because Glacier is so "bad" that it slows you down, its because its better. Ok, I can accept that. The map has more bells and whistles than most, which in turn causes some FPS issues in lower to mid level computers because it pushes the minimum requirement up. Makes more sense than the other explanation.

Subject: UNServ Mod Maps (updated)
Posted by [Duke of Nukes](#) on Wed, 26 Mar 2003 07:24:10 GMT
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ACK...stop acting like you know jack about my. I dont have FPS issues on them...and stop trying to be a smart ass about it.

Point whores are kicked from alot of servers...and when you make it needlessly easy to do it and still survive...it's annoying.

And by cronnie's I was refering to people like Kirby who hand on your every word. Not Blazer and Java because they agree with you 60% of the time.

Subject: UNServ Mod Maps (updated)
Posted by [Aircraftkiller](#) on Wed, 26 Mar 2003 07:35:05 GMT
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Right, whatever. I know you're full of shit, so don't even start trying to backpedal on it.

Right, they can point where, you play in a ten player server so it's obviously going to be easy to hit a structure when the fucking game is that small.

Right, Kirby kisses my ass... It just can't be coincidence that he agrees with what I believe without ever really knowing me? :rolleyes:

Subject: UNServ Mod Maps (updated)
Posted by [Sk8rRIMuk](#) on Wed, 26 Mar 2003 08:47:48 GMT
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I have no idea why you all are moaning about FPS issues because until recently I had the most shit PC Specs ever and I recived absoutley no latency problems at all even on the bigger games...

EX-PC Specs:

Windows 98 SE

Nvidia TNT Pro 2

128 mb of ram

666 MhZ pentium III

Now that was pretty crap I go no issues with it except in large say 50+ games which was to be expected becaue I had the same with all other maps.

-Sk8rRIMuk

Subject: UNServ Mod Maps (updated)
Posted by [Duke of Nukes](#) on Wed, 26 Mar 2003 16:28:26 GMT
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ACK...I do not have FPS issues on most fan maps...I dont get them on Mines, Tropics or River Canyon either...the only other maps of yours that I've played recently I do get it on though (Metro, Glacier - actually not that bad...my FPS only dies in certain spots since you fixed it, a few others)

I rather enjoy all 3...when people are point whoring on Tropics...I'm sorry if I offended you...whether or not people like your maps...you do convince people to make their own maps...thus broadening the different styles of maps

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Wed, 26 Mar 2003 17:03:22 GMT
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Yep he does convince people to make their own maps.

This way he can flame the hell out of them when they release it.

Subject: UNServ Mod Maps (updated)
Posted by [Crimson](#) on Wed, 26 Mar 2003 17:45:34 GMT
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VegitoYep he does convince people to make their own maps.

This way he can flame the hell out of them when they release it.

Go spread your sunshine nuggets somewhere else... seriously. Why are you even here if all you do is insult people? Is your life so lacking that you find this fun?

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Wed, 26 Mar 2003 18:47:30 GMT
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Sure why not. :rolleyes:

As long as I see ack insult people Ill insult him.Hes also got about a 6 motnh lead on me I have to make up for.

Subject: UNServ Mod Maps (updated)
Posted by [Cpo64](#) on Wed, 26 Mar 2003 20:20:33 GMT
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VegitoThe ack being dead isnt a dream only you have.

I don't dream it. What I was describing is what the flammers would go through, flammers kind of like you.

Subject: UNServ Mod Maps (updated)
Posted by [Vegito](#) on Wed, 26 Mar 2003 20:32:11 GMT
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Did I say I wanted ack gone?

Hes hilarious to watch hes so sad.

As far as Im concerned he can stay forever.

Hed deprive me of too many laughs were he not here.

So go try again fucktard.

Subject: UNServ Mod Maps (updated)

Posted by [Cpo64](#) on Wed, 26 Mar 2003 21:02:05 GMT

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VegitoDid I say I wanted ack gone?

Hes hilarious to watch hes so sad.

As far as Im concerned he can stay forever.

Hed deprive me of too many laughs were he not here.

So go try again fucktard.

Thats why I said "kinda"... Stay calm guy... its all good...
