
Subject: Titan's maps suck

Posted by [Aircraftkiller](#) on Mon, 24 Nov 2003 18:23:39 GMT

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The only problem is that Titan's stuff sucks... And the only good stuff that isn't made by me is like Conquest Winter and Siege, that's about it...

Subject: Titan's maps suck

Posted by [kawolsky](#) on Mon, 24 Nov 2003 18:28:08 GMT

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AircraftkillerThe only problem is that Titan's stuff sucks... And the only good stuff that isn't made by me is like Conquest Winter and Siege, that's about it...

Titans stuff does not suck, you are just too cocky to realise that alot of people can make maps just as good as you can and do not go around saying "Oh my mapz r0xx0r yoorz!!111"

Subject: Titan's maps suck

Posted by [Aircraftkiller](#) on Mon, 24 Nov 2003 19:00:22 GMT

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It does, indeed, suck.

My opinion is formulated over two years of playing this game and a year of working with the engine and seeing all sorts of levels created for it over said year - yours is formulated from "titans mapz ruleszzz"

If his stuff was great, I'm sure someone would be hosting it now besides a single server, except no one seems to give a flying fuck... The majority of WOL and GSA know his work is crap.

Subject: Titan's maps suck

Posted by [Jaspah](#) on Mon, 24 Nov 2003 19:45:30 GMT

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Screw titan's maps.

By the way, I've come up with a new Sunday theme.

Standard Sunday

(Just for Aircraftkiller...)

Subject: Titan's maps suck
Posted by [kawolsky](#) on Mon, 24 Nov 2003 19:47:19 GMT
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j4S[p]Screw titan's maps.

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(Just for Aircraftkiller...)

screw aircraftkiller....

Subject: Titan's maps suck
Posted by [Sk8rRIMuk](#) on Mon, 24 Nov 2003 19:51:28 GMT
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saying "screw aircraftkiller...." says a lot more about yourslef than anything else...

yes my post does have a point

Standard Sunday, would be excellent in my opinon, maybe with Tankless Tuesday it would give the server a nice individuality statment.

If such a thing is possible with Renegade!

Subject: Titan's maps suck
Posted by [xpontius](#) on Mon, 24 Nov 2003 20:22:31 GMT
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JEEUS THIS AINT NO 1 PERSON DICTATORSHIP ON OPINION. If people like something, then they like it and its good to them. I SAY "I LIKE IT" Not its the best or it sucks. You guys say it as your opinion is law and people are sick of it. In my opinion a little variety never hurt anything.

Quote:The only problem is that Titan's stuff sucks... :rolleyes:

Subject: Titan's maps suck
Posted by [msgtpain](#) on Mon, 24 Nov 2003 20:46:01 GMT
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Titan went through the same learning and perfection process that anyone else did, including

Aircraftkiller.. As proof of that, please tell me how many servers are running Country Meadows or Eglin Airforce Base?

If I were to go create some application in C++, it would suck too; no one starts off perfect.

But at The Pits, we're currently running Terrace, and another Map named Tobruk that quite a few people enjoy (as long as Nods harvester doesn't continually jack up on Tobruk) Some of Titan's early stuff was more of a trial and error phase, just as any other beginning maps that are out there; but he's come a long way, and I hope that we can run more of his maps in the future on our server. They can really only get better.

Subject: Titan's maps suck

Posted by [Gizbotvas](#) on Mon, 24 Nov 2003 21:19:52 GMT

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I agree. I openly enjoy Terrace playing on the Pits, as well as High Noon and I look forward to Titan's future maps.

ACK has cranked out some impressive work; Mars comes to mind as a creative original. But he hasn't cornered the market on mapmaking.

Those of you who would discount anyone's fan maps solely because they didn't come from Aircraftkiller are missing out.

Subject: Titan's maps suck

Posted by [Sk8rRIMuk](#) on Mon, 24 Nov 2003 21:24:19 GMT

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I agree with Gizbotvas.

Everybody should have variety though, what's the point of eating the pie if you haven't tried the cake and why not eat both!?

Subject: Titan's maps suck

Posted by [Crimson](#) on Mon, 24 Nov 2003 21:31:05 GMT

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I surely don't intend to just run ACK's maps.

Subject: Titan's maps suck

Posted by [Aircraftkiller](#) on Mon, 24 Nov 2003 21:39:48 GMT

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msgtpainTitan went through the same learning and perfection process that anyone else did, including Aircraftkiller.. As proof of that, please tell me how many servers are running Country Meadows or Eglin Airforce Base?

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That's if he pays attention to what people want, which hasn't been happening. They can either get worse or they can get better, there is nothing saying that he'll continue to make anything good.. Same for me, which is why I listen to what people say and fix things that are wrong with what I make if I can possibly do it.

Quote:Those of you who would discount anyone's fan maps solely because they didn't come from Aircraftkiller are missing out.

Missing out on what? I used to play on other servers where nothing of mine would get run, and I'd play stuff like Hangman's Canyon, Lunar Landing, Toy Box, and some others I can't remember right now... I hated the stuff they ran because I could see that the people who made it didn't take any pride in their work, it was all a rush to see how fast it could be made with as many gimmicks as possible to be used in it.

I only stayed there because of the people, and the server eventually closed... And I'd go to another one after that, rinse and repeat... etc.

As for Terrace, that has enough problems to illustrate what I've already said, Titan has a lot of problems listening to people who won't kiss his ass. Even if you hate me I'll still listen to what you say, and I get enough "your maps is bad" comments to fill a 200 page book... But that's no excuse for not fixing what's wrong with what you make.

Hence why MinesTS has 2.1 coming out today.

Subject: Titan's maps suck

Posted by [Titan1x77](#) on Wed, 26 Nov 2003 22:18:20 GMT

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Aircraftkiller

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Excuse me ,but who may these people be that im suppose to listen to?..I listen to many players,mappers and have talked with server admins on what they would like to see in a map.

You do alot of assuming,I have always listened to people weather they liked me or not. One example was when you 1st had said "dont waste your time in hieghtfield,use ren-x" while you cussed about me and hieghtfield...I listened even though you were an ass about it.

Any problems with Terrace has to do with your personal opinion...water is to opaque,hills should be blocked off,humtow is to expensive...etc.etc.

Things like that were meant to be...ok?

Lightwave 1 and 2 are prob the biggest used fanmaps by almost any players...the map has played out well and people enjoy it.

Tib pit 3 is just as good as Terrace,I think I'll upload it to renmaps and maybe Pain will host it so you can complain about that for 5-6 pages of bitching,that'll keep you amused for a few days.

I don't personally care what you say or assume....It's old and repetitive.

Do you act like this in "real life"...or just pretend to be a know it all online?

oh ya,this is just how you act on forums :rolleyes:

Subject: Titan's maps suck

Posted by [Aircraftkiller](#) on Wed, 26 Nov 2003 23:04:24 GMT

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This is just it, you don't listen, you just read what you want and say that you listened...

My own personal opinion, yes, based on the precedents set for C&C Mode levels from Westwood Studios and their level designers, not some goofy kids saying "HAY IF U WERE A HOTDOG WOULD U EAT YERSELF? I NO I WOULD AND HAY U NED TO MAEK HILS CLIMBABEL TOO!!!!!!11!111!!!!1"

Things like that were meant to be? No, it's because you probably didn't take any pride in what you made, and focused completely on making your hills look realistic instead of make the gameplay good. Don't give me that shit, I've observed enough people, including you, to see right through that.

Quote:Lightwave 1 and 2 are prob the biggest used fanmaps by almost any players...the map has played out well and people enjoy it.

And this is based on what, them being run on a server that's only two months old and recently began running your shit when you begged Speedy to do it? I'm sure that in those two months, in the twilight of this game's existence, that they exceeded the downloads any other level has received and that thousands of people played it in a month... :rolleyes:

Quote:Tib pit 3 is just as good as Terrace,I think I'll upload it to renmaps and maybe Pain will host it so you can complain about that for 5-6 pages of bitching,that'll keep you amused for a few days.

It's the same fucking thing as Terrace except with a few minor details. The terrain looks exactly the same, the bases are laid out in the same manner, the level is still too huge to be worth anything and you STILL didn't add any cover or vegetation to the level in question... Yeah, they're perfect, and I've got five acres of beachfront property to sell you, it's in Arizona, just outside of Flagstaff...

Subject: Titan's maps suck
Posted by [ohmybad](#) on Thu, 27 Nov 2003 00:18:03 GMT
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Hey ack why dont you just say "The maps I make are better than yours!" cause thats basicly what you are saying in your essay long posts.

Subject: Titan's maps suck
Posted by [Aircraftkiller](#) on Thu, 27 Nov 2003 00:29:41 GMT
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I already did, want to read them a bit more carefully?

Subject: Titan's maps suck
Posted by [Titan1x77](#) on Thu, 27 Nov 2003 01:10:01 GMT

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AircraftkillerThis is just it, you don't listen, you just read what you want and say that you listened...

...I asked you a question of who am i suppose to listen to....maybe you should re-read the post and "listen"...

once again you assumed things...speedy was running my maps b4 i even met him

Subject: Titan's maps suck

Posted by [Jaspah](#) on Thu, 27 Nov 2003 01:13:14 GMT

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Can we do a topic split or something? This has turned into a flame war.

Subject: Titan's maps suck

Posted by [Crimson](#) on Thu, 27 Nov 2003 01:32:25 GMT

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split

Subject: Titan's maps suck

Posted by [xpontius](#) on Thu, 27 Nov 2003 02:06:10 GMT

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:tellme: Why is there even a whole topic dedicated to bashing good maps....

Subject: Titan's maps suck

Posted by [Titan1x77](#) on Thu, 27 Nov 2003 02:41:58 GMT

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why not delete the topic?

I post a topic about new forums and say a couple of things about your mods deleting posts and it gets deleted.

Ack complains about my maps in a post and you split it into a new topic?....makes sense

crimson,I thought you had more respect for others then this

Subject: Titan's maps suck
Posted by [IRON FART](#) on Thu, 27 Nov 2003 02:57:35 GMT
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Yes, DO delete the topic. That has to be one of the MOST fucked up things i have ever heard. So blatantly.

Quote:

Can we do a topic split or something? This has turned into a flame war.

lol, I think it started out as one.

Everyone is entitled to their opinion, NOT:
"Everyone is entitled to ACK's opinion"

I don't mean disrespect to ACK, but blatantly saying that someone's work sucks is very much the wrong thing to do.

Subject: Titan's maps suck
Posted by [Ferhago](#) on Thu, 27 Nov 2003 03:17:06 GMT
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If you think his maps suck you should see my map titled "Boxworld"

Subject: Titan's maps suck
Posted by [Aircraftkiller](#) on Thu, 27 Nov 2003 03:27:29 GMT
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If it didn't suck, I wouldn't have to say that.

Subject: Titan's maps suck
Posted by [IRON FART](#) on Thu, 27 Nov 2003 03:44:05 GMT
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Yo still don't have to say it.

Subject: Titan's maps suck
Posted by [Yano](#) on Thu, 27 Nov 2003 04:03:57 GMT
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So, that point of this is?....

Subject: Titan's maps suck

Posted by [Aircraftkiller](#) on Thu, 27 Nov 2003 04:17:02 GMT

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And you don't have to say anything about it, but here we are...

Subject: Titan's maps suck

Posted by [Slicer_238](#) on Thu, 27 Nov 2003 05:40:47 GMT

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...Now how in the hell.....How in the blue damn hell did you manage to become a bigger asshole? Jesus, now I'm confused. I didn't think you would get any worse, but holy shite man! I mean Jesus your both making maps for Renegade, both have players that like them. Just get along.

Subject: Titan's maps suck

Posted by [Crimson](#) on Thu, 27 Nov 2003 06:19:16 GMT

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OK, enough.

I'll be evaluating Titan's maps on their own merits and deciding whether to use them. But your opinions have been duly noted.
