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Subject: Star Wars to Renegade TC in need of skinners

Posted by [AAK625](#) on Fri, 20 Feb 2004 02:33:58 GMT

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Renegade: A New Hope, is in need of talented skinners.

This mod is a Star Wars to Renegade total conversion, which immerses you into the Star Wars universe. Covering movies, four through six, this mod is coming along extremely nice.

So, if you'd like to skin for them, drop me a line at on of the following:

E-mail: [AAK625@comcast.net](mailto:AAK625@comcast.net)

MSN: [AAK625@comcast.net](mailto:AAK625@comcast.net)

AIM: Glock625

ICQ: 123035379

Thanks for your time,  
AAK625 - Public Relations

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Subject: Star Wars to Renegade TC in need of skinners

Posted by [boma57](#) on Fri, 20 Feb 2004 03:31:39 GMT

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I'd join if I had the time, but I've got some projects of my own going.

I really have to compliment you guys, though, I've loved your work since I first saw it. The current skinner isn't leaving, is he? He's been doing a bang up job so far.

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Subject: Star Wars to Renegade TC in need of skinners

Posted by [Aircraftkiller](#) on Fri, 20 Feb 2004 04:34:40 GMT

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Skinners remove the skin of animals... Texture artists create texture maps for 3D games.

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Subject: Star Wars to Renegade TC in need of skinners

Posted by [Cpo64](#) on Fri, 20 Feb 2004 08:12:21 GMT

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Shut up, people have been using the term skinning since the days of Quake...

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Subject: Star Wars to Renegade TC in need of skinners

Posted by [Havoc TE](#) on Fri, 20 Feb 2004 16:15:54 GMT

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That AK for ya. Always trying to be the funny one.

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Havoc TE](#) on Fri, 20 Feb 2004 16:17:36 GMT

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Wasn't getting walk vehicles to work in Renegade a problem? I though people where having problems with that.

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Fabian](#) on Fri, 20 Feb 2004 16:41:50 GMT

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AircraftkillerSkimmers remove the skin of animals... Texture artists create texture maps for 3D games.

"Texture artists" makes the job sound more important than it really is.

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [AAK625](#) on Fri, 20 Feb 2004 20:33:04 GMT

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Uh.... So can anyone texture/skin for us?

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Aircraftkiller](#) on Fri, 20 Feb 2004 20:35:01 GMT

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Cpo64Shut up, people have been using the term skinning since the days of Quake...

Misusing a word doesn't make it correct for its unintended purpose. Nor does being ignorant make it okay to tell others that it's correct.

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Cpo64](#) on Fri, 20 Feb 2004 22:02:34 GMT

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Sorry, guess my background is diffrent then yours, my language is full of coruptions and other fun things...

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [AAK625](#) on Fri, 20 Feb 2004 22:42:21 GMT  
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---

Thank you ACK and Cpo.

Now, can anyone texture for us?

---

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [OrcaPilot26](#) on Sat, 21 Feb 2004 00:57:32 GMT  
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SEALAircraftkillerSkimmers remove the skin of animals... Texture artists create texture maps for 3D games.

"Texture artists" makes the job sound more important than it really is.

Until you actually realize how important it actually is.

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [boma57](#) on Sat, 21 Feb 2004 01:14:39 GMT  
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AircraftkillerSkimmers remove the skin of animals... Texture artists create texture maps for 3D games.

Textures? No, a texture is something in the real world that gives something an embossed feel or appearance. A texture does not literally exist in a digital world.

Digital representations of actual materials are what are applied to the digital depictions of polygonal shapes composing figures and icons in an electronic setting - Literally, they are neither skins nor textures.

Of course, that's if you're going to take everything literally - as you were. If you're going to behave like a normal person would, skinning and texturing are both homonymous jargon and properly used in the context of this thread.

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [blackhand456](#) on Sat, 21 Feb 2004 01:17:54 GMT  
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Would you shut the fuck you lil smartass

---

---

Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Genocide](#) on Sat, 21 Feb 2004 01:35:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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This mod is retarded. Period.

---

Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 01:39:38 GMT  
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TaximesAircraftkillerSkimmers remove the skin of animals... Texture artists create texture maps for 3D games.

Textures? No, a texture is something in the real world that gives something an embossed feel or appearance. A texture does not literally exist in a digital world.

Digital representations of actual materials are what are applied to the digital depictions of polygonal shapes composing figures and icons in an electronic setting - Literally, they are neither skins nor textures.

Of course, that's if you're going to take everything literally - as you were. If you're going to behave like a normal person would, skinning and texturing are both homonymous jargon and properly used in the context of this thread.

Not really, says dictionary.com

1 entry found for skimmers.

n.  
One that flays, dresses, or sells animal skins.  
Western U.S. A mule driver.

skin P Pronunciation Key (skn)

n.  
The membranous tissue forming the external covering or integument of an animal and consisting in vertebrates of the epidermis and dermis.  
An animal pelt, especially the comparatively pliable pelt of a small or young animal: a tent made of goat skins.  
A usually thin, closely adhering outer layer: the skin of a peach; a sausage skin; the skin of an aircraft.  
A container for liquids that is made of animal skin.  
Music. A drumhead.  
Informal. One's life or physical survival: They lied to save their skins.

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texture

<graphics> A measure of the variation of the intensity of a surface, quantifying properties such as smoothness, coarseness and regularity. It's often used as a region descriptor in image analysis and computer vision.

The three principal approaches used to describe texture are statistical, structural and spectral. Statistical techniques characterise texture by the statistical properties of the grey levels of the points comprising a surface. Typically, these properties are computed from the grey level histogram or grey level cooccurrence matrix of the surface.

Structural techniques characterise texture as being composed of simple primitives called "texels" (texture elements), that are regularly arranged on a surface according to some rules. These rules are formally defined by grammars of various types.

Spectral techniques are based on properties of the Fourier spectrum and describe global periodicity of the grey levels of a surface by identifying high energy peaks in the spectrum.

Texture\texture artist is the correct form. "Skin" and "skimmers" and any variant thereof is not.

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Sir Phoenixx](#) on Sat, 21 Feb 2004 01:58:14 GMT  
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Lol...

v. tr.

To remove skin from: skinned and gutted the rabbit.

To bruise, cut, or injure the skin or surface of: She skinned her knee.

To remove (an outer covering); peel off: skin off the thin bark.

To cover with or as if with skin: skin the framework of a canoe.

Slang. To fleece; swindle.

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [AAK625](#) on Sat, 21 Feb 2004 02:14:27 GMT  
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---

Fucking Christ people! I just want some fucking skilled people who can skin/texture/fucking dress up the models damn it.

Does anyone want to help out or not? Jesus Christ.

Stop with the political correctness.

---

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [SuperFlyingEngi](#) on Sat, 21 Feb 2004 02:18:02 GMT  
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While we're on the topic of the subtle nuances of internet lingo, and since skinning/skin/skinner is an inappropriate term, here are some other words/phrases that should be banned:

lol

rofl [or any variants of this, like roflao]

brb

ttyl

cyaz

plz

Any word that uses numbers to replace syllables or letters, such as "4M" or "L33T"  
n00b or noob, the correct term should be "newcomer to the game/map/mod/whatever"

If I missed anything, please post it, as this thread really isn't about anyone wanting to SKIN!!!  
anyone's models.

[/u]

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [boma57](#) on Sat, 21 Feb 2004 03:15:11 GMT  
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---

AircraftkillerTaximesAircraftkillerSkimmers remove the skin of animals... Texture artists create texture maps for 3D games.

Textures? No, a texture is something in the real world that gives something an embossed feel or appearance. A texture does not literally exist in a digital world.

Digital representations of actual materials are what are applied to the digital depictions of polygonal shapes composing figures and icons in an electronic setting - Literally, they are neither skins nor textures.

Of course, that's if you're going to take everything literally - as you were. If you're going to behave like a normal person would, skinning and texturing are both homonymous jargon and properly used in the context of this thread.

I care too much

As long as a word can be used and understood by a group in the same context, then it qualifies as either slang or jargon.

This is true whether you, or the literal interpretation from Mr. Webster, agree or not.

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 05:03:22 GMT  
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So if a bunch of people called you "Retard," that'd be the appropriate salutation for you? "Hi retard!"

You know it's wrong, just admit it.

---

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Imdgr8one](#) on Sat, 21 Feb 2004 05:09:16 GMT  
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Genocide! This mod is retarded. Period.  
I care to disagree...

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---

Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [AAK625](#) on Sat, 21 Feb 2004 06:03:00 GMT  
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---

You guys fucking suck, you know that? I come here to try and get some damned textures/skimmers and you guys start parading around with your technicality flags.

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Cpo64](#) on Sat, 21 Feb 2004 07:36:20 GMT  
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---

I resemble that remark

---

---

Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [PiMuRho](#) on Sat, 21 Feb 2004 08:35:01 GMT  
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[http://www.skylabgames.com/jobs\\_art.php](http://www.skylabgames.com/jobs_art.php)  
(senior texture/skin artist)

<http://www.scionstudios.com/jobs.htm>  
(Character Modelers/Skinners )

Are these companies wrong too?

What we have here is a colloquialism. While it may not be technically correct (by dictionary definition), everyone knows what it means. Certainly it's a well-used term within the games industry. Any artist, if asked "Hey, can you just skin this flying penismobile model for me?" would find themselves pretty quickly replaced if they responded with "It's not a skin, it's a texture"

I've spoken to numerous Westwood staff over the years, and guess what? They call it "skinning" too! Go figure!

Anyway - someone help this guy out. His thread's been hijacked by a bunch of pedants

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---

Subject: Star Wars to Renegade TC in need of skinners  
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 08:38:41 GMT  
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I still find it a term that seems to undervalue the importance of texture work.

I've seen Japanese companies that misspell English all the time, but that doesn't make "Engrish" correct.

---

---

Subject: Star Wars to Renegade TC in need of skinners  
Posted by [SS217](#) on Sat, 21 Feb 2004 09:33:56 GMT  
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---

Stop ruining his thread, take it to the political issues thread. God..

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Subject: SkinSkinSkinSkinSkinSkinSkinSkin  
Posted by [Cpo64](#) on Sat, 21 Feb 2004 09:56:55 GMT  
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---

So ack don't like the word, big woop

Since ack doesn't skin things anyways, who cares what he says?  
Hey, I don't skin eather! Stop reading this! Stop! what are you doing! Ahhh!!!

---

---



Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Genocide](#) on Sat, 21 Feb 2004 14:46:47 GMT  
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---

It doesn't matter if you care or not, you just have to look at its history of staff, nothing more.

Your not going to find the talent you need around here.

---

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Subject: Re: Star Wars to Renegade TC in need of skimmers  
Posted by [Nightcrawler](#) on Sat, 21 Feb 2004 14:50:16 GMT  
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---

I have seen this models before. that adavanze is taking other guys credits.  
here is the link. <http://www.3dheaven.net>. after that go to Modelle. thatn jediknight and you will find it.

---

---

Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [AAK625](#) on Sat, 21 Feb 2004 14:56:04 GMT  
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---

Yeah, they ditched most of the models by Advanzaed or whatever his name is. The only kept the ones they're sure he modelled himself.

---

---

Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Nightcrawler](#) on Sat, 21 Feb 2004 14:59:10 GMT  
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---

AAK625Yeah, they ditched most of the models by Advanzaed or whatever his name is. The only kept the ones they're sure he modelled himself.

Maybe he made themodel himself i don't know. But the skin is stolen.

---

---

Subject: Re: Star Wars to Renegade TC in need of skimmers  
Posted by [EnderGate](#) on Sat, 21 Feb 2004 17:32:59 GMT  
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AAK625

This mod is a Star Wars to Renegade total conversion, which immerses you into the Star Wars universe. Covering movies, four through six, this mod is coming along extremely nice.

I'm sorry I can't offer you more than just my support. Don't be discouraged by random rants from

---

seemingly critical individuals. This mod threatens no one; there is no reason to knock it, this community member, or for their choice of words.

us think for ourselves and will draw our own conclusion.

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---

Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [IRON FART](#) on Sat, 21 Feb 2004 17:37:05 GMT  
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I don't think there is any point in correcting ACK. I doubt he will listen.  
So lets just leave things as they are...ACK can call it Texture Work, and the rest of the world can call it skinning.

---

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 20:01:41 GMT  
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Or you could all take your own advice and help him, or just stay out of the discussion?

If I knew anyone who could texture objects and wanted to work on Star Wars, I'd send them to you; however this community has a rather small pool of artists for anything and it's best that you look outside of it for help - try a Quake community or Half-Life, you'll probably get a better response there.

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Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [spreegem](#) on Sat, 21 Feb 2004 23:08:01 GMT  
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SuperFlyingEngiWhile we're on the topic of the subtle nuances of internet lingo, and since skinning/skin/skinner is an inappropriate term, here are some other words/phrases that should be banned:

lol  
rofl [or any variants of this, like roflao]  
brb  
ttyl  
cyaz  
plz

Any word that uses numbers to replace syllables or letters, such as "4M" or "L33T"  
n00b or noob, the correct term should be "newcomer to the game/map/mod/whatever"

If I missed anything, please post it, as this thread really isn't about anyone wanting to SKIN!!! anyone's models.

[/u]

Y0u f0rg07 1337! Also abotu n00bs " What is a n00b (not noob)? The definition we're using on this site is a player who may or may not be new to a game, but insists on doing brainless things, especially things that hinder the team. Those who are defined by this site as "n00bs" will also refuse to listen to words of wisdom or, even worse, berate those who try to help.

n00bstories.com is your home for stories and tales of those who do stupid things in online games. It's also a place to vent your frustrations for those who don't play as a team and those who are a detriment to teamplay. The migration of gaming to Internet play has introduced a whole new breed of idiots for us to deal with.

We at n00bstories.com do understand that everyone was a newbie once, and those who are polite, those who go through whatever practice is supplied, and those who read a few forum threads before posting their question are NOT the target of this site. We applaud and respect you." (From n00bstories)

N00bs are not newcomers to a game just stupid people who try to mess up games by not following the rules, cheating and such.

---

Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [AAK625](#) on Sun, 22 Feb 2004 00:16:17 GMT  
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Alright ACK, I'll try there.....

Uh, you don't think it'd be too much trouble to link me to a popular HL forum, would you? I know nothing about the game.

---

Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [zoogly](#) on Sun, 22 Feb 2004 00:27:39 GMT  
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AircraftkillerSkimmers remove the skin of animals... Texture artists create texture maps for 3D games.

Actaually, in the modern days. Skimmers make the textures for characters and vehicles while textures are used for maps and levels. Yes, they are the same thing though. I guess they were called skins because they were the texture for human characters.

---

Subject: Star Wars to Renegade TC in need of skimmers  
Posted by [zoogly](#) on Sun, 22 Feb 2004 00:33:23 GMT

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---

AAK625 You guys fucking suck, you know that? I come here to try and get some damned textures/skinners and you guys start parading around with your technicality flags.

That's ACK for ya.

---

---

**Subject: Star Wars to Renegade TC in need of skinners**  
Posted by [Gernader8](#) on Sun, 22 Feb 2004 04:05:47 GMT  
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---

Aircraftkiller I still find it a term that seems to undervalue the importance of texture work.

I've seen Japanese companies that misspell English all the time, but that doesn't make "Engrish" correct.

Oh but it does, when "Donkey Kong" was released in the states it was mistranslated. The original name was "Monkey Kong." This is a perfect example of something misspelled, but it works out in the end. This skin and texture thing is becoming petty now. It only seems that it is brought up by someone who wants attention. Help AAK625 out here, this thread was not made for you guys to argue your damn vocabulary. Here in the internet world skin and texture are virtual the same thing. We are not going to write a doctoral thesis about them, so just fucking stop with it.

Oh hell lets have fun with this. Here are two words that are the same thing.

Pronunciation: 'win(d)-"skrEn  
Function: noun  
1 : a screen that protects against the wind

Pronunciation: 'win(d)-"shEld  
Function: noun  
: a transparent screen (as of glass) in front of the occupants of a vehicle

Now one is British and one is "American," if you will. Now, are you going to tell me you are going to correct every British person, or American, that uses one of these terms? The answer is no. These definitions are distinctly different, but you know what? They are the fuckin same thing.

---

---

**Subject: Star Wars to Renegade TC in need of skinners**  
Posted by [Aircraftkiller](#) on Sun, 22 Feb 2004 04:36:09 GMT  
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---

That's a country variation, it's not a deliberate attempt at changing a word to mean something that it doesn't.

Why are you telling me to help him out? I already did. Why haven't you?

---

---

Subject: Star Wars to Renegade TC in need of skimmers

Posted by [AAK625](#) on Sun, 22 Feb 2004 05:07:57 GMT

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Subject: Star Wars to Renegade TC in need of skimmers

Posted by [brent3000](#) on Sun, 22 Feb 2004 08:25:32 GMT

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---

wow looking good.....

---

---

Subject: Star Wars to Renegade TC in need of skimmers

Posted by [maytridy](#) on Mon, 23 Feb 2004 21:28:41 GMT

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Track down Madtone....He seems to have gone MIA

If you can get him to help, he'll to a hella job for us.

---

---

Subject: Star Wars to Renegade TC in need of skimmers

Posted by [Havoc TE](#) on Wed, 25 Feb 2004 19:19:25 GMT

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Welcome to "using proper English 101" with your host Aircraftkiller. In this discussion he will rant and rave about use term "he thinks" are not used properly. Listen carefully.

WHAT BS THIS IS!

I support this new mod. I love SW and hope I will see more progress soon.

---

---

Subject: Star Wars to Renegade TC in need of skimmers

Posted by [kirby651](#) on Wed, 25 Feb 2004 22:07:29 GMT

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---

wtho tph pheel pthu hiou ptink uph phrere??? :rolleyes:

---

---

Subject: Star Wars to Renegade TC in need of skimmers

Posted by [Cpo64](#) on Wed, 25 Feb 2004 22:48:21 GMT

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---

Why is a textured that is applied to a character, or vehicle called a skin?

Hmm, well lets look at the actual texture, it looks like it has been cut off the character, and stretched out. What was that term Ack used? Skinning is removing the skin of an animal, I think it was? Now normally you don't remove a texture or "skin" from a character, you put it on. You put the skin onto the character, or "skinning!" So basically we have two types of skinning. The physical skinning, where you cut the skin off an animal, and the electronic version where you put a skin onto a character. Same word, same thing, just one is backwards from the other, and using different tools. Now, what do we call someone who skins animals? We call them skinner, (or taxidermist/hunter/butcher but those don't count right now )

Why wouldn't we call someone who is putting a skin onto something a skinner as well?

---

Subject: Star Wars to Renegade TC in need of skimmers

Posted by [Dante](#) on Wed, 25 Feb 2004 23:30:19 GMT

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AAK625Alright ACK, I'll try there.....

Uh, you don't think it'd be too much trouble to link me to a popular HL forum, would you? I know nothing about the game.

<http://www.halfife2.net> is where most of the hl vets are hanging out waiting on the new game...

---

Subject: Re: Star Wars to Renegade TC in need of skimmers

Posted by [ThunderChicken](#) on Wed, 25 Feb 2004 23:41:06 GMT

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---

NightcrawlerI have seen this models before. that advance is taking other guys credits. here is the link. <http://www.3dheaven.net>. after that go to Modelle. thatn jediknight and you will find it.

Hmm.. Created-> Feb25, 2004..

<http://img27.photobucket.com/albums/v82/a0chicken/hmm2.jpg>

---

Subject: Star Wars to Renegade TC in need of skimmers

Posted by [Sn1per XL](#) on Thu, 26 Feb 2004 14:08:34 GMT

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---

thats when you viewed it....and it went in your temp folder.

---

Subject: Star Wars to Renegade TC in need of skinners  
Posted by [PsycoArmy](#) on Sat, 28 Feb 2004 13:51:47 GMT  
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---

AircraftkillerThat's a country variation, it's not a deliberate attempt at changing a word to mean something that it doesn't.

Why are you telling me to help him out? I already did. Why haven't you?

You told him to go get help elsewhere....

By the way meaning of words do change sometimes, you might see in futute, term used for texturing a 3d model or how ever you would like to say it.

---

---

Subject: Star Wars to Renegade TC in need of skinners  
Posted by [Genocide](#) on Sat, 28 Feb 2004 14:44:22 GMT  
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Well there you go, i feel sorry for the people who host this mod, Nova was showcased in Many game magazines, this is not good for their status in the mod community at all.

I did warn Bryan but he failed to aknowlage me so we will just have to see this painful rollercoaster go on its tracks.

---

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Subject: Star Wars to Renegade TC in need of skinners  
Posted by [htmlgod](#) on Sat, 28 Feb 2004 23:44:06 GMT  
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Genocide, like I told you before, on the suspicion that Adavanze may have stolen some of his textureres or models, we have already replaced everything he sent us - including X-Wing, Y-Wing, AT-ST, and A-wing. The models are mostly finished, but haven't been skinned yet which is why they have not been posted on our site or anything. Run along now.

---

---

Subject: Star Wars to Renegade TC in need of skinners  
Posted by [Genocide](#) on Sun, 29 Feb 2004 10:08:32 GMT  
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---

So your telling me that you have also removed the all the characters too right?

So we wont be seeing none of these:

:twisted:

---

---

Subject: Star Wars to Renegade TC in need of skinners  
Posted by [htmlgod](#) on Sun, 29 Feb 2004 12:13:06 GMT  
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---

Advanze didn't rip his infantry models. He ripped the skins for two of them, but we're redoing those skins too.

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Subject: Star Wars to Renegade TC in need of skinners  
Posted by [htmlgod](#) on Sun, 29 Feb 2004 12:15:03 GMT  
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Oh yeah. And while we're on the topic of illegal models, lets talk about your new infantry modeler. He uses MAYA, a program that goes for as much as \$8,000. Assuming that he doesn't have a legitimate copy, his models are illegal, since they're made with an illegal copy of a program. Any comments?

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Subject: Star Wars to Renegade TC in need of skinners  
Posted by [Genocide](#) on Sun, 29 Feb 2004 12:40:10 GMT  
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Advance ripped all the soldier characters and the textures that came with them, not only is it obvious but he admitted to it.

Also you are even more stupid because Chris Fortier is a freelance artist for a games company you fool and he has a purchased license , and \$8000? you are truly a dumbass.

You little jerkoff.

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Subject: Star Wars to Renegade TC in need of skinners  
Posted by [htmlgod](#) on Sun, 29 Feb 2004 12:49:49 GMT  
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Me a dumbass, eh? I'm not the one modeling swords and shields for a game engine that doesn't support melee weapons.

And about Fortier, if his copy is legit, why did you ban me from your mod's forums when I mentioned the possibility that it was not?

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Subject: Star Wars to Renegade TC in need of skinners  
Posted by [Genocide](#) on Sun, 29 Feb 2004 13:05:40 GMT



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You really really are a dumbass we have a working prototype! ha.

I blocked you from the forums because i dont like you and i dont want your shit on my forums.

Period.

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