
Subject: C&C_Egypt finished
Posted by [Titan1x77](#) on Sun, 28 Mar 2004 08:47:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://titan.renstation.net/map17.html>

SS shown in the link..

Setting: Egypt
Description: Triple Base Defenses and Repairing conyards,Advanced Flying units have increase in armor and health.Advanced Humvee is fastest GDI vehicle and seats 2,Nod's fastest vehicle is the Recon.2 PP's control the front Base Defenses(kill the left PP,left OB/AGT powers down etc.)

Subject: C&C_Egypt finished
Posted by [Xtrm2Matt](#) on Sun, 28 Mar 2004 08:59:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

Looks nice, i'll give it a go later. Good job!

Subject: C&C_Egypt finished
Posted by [Aircraftkiller](#) on Sun, 28 Mar 2004 09:20:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

loooooooooooooooooo

Three defenses? That's REALLY conducive to gameplay! Even better, two Power Plants! And just one Tiberium Refinery and a Construction Facility! :rolleyes:

There goes a few megabytes of bandwidth, right down the drain. Try making something that doesn't suck.

I know it's hard, and you're used to it, but you can try for once.

Subject: C&C_Egypt finished
Posted by [Deactivated](#) on Sun, 28 Mar 2004 10:38:57 GMT
[View Forum Message](#) <> [Reply to Message](#)

...In your self-righteous opinion that doesn't consider anything else.

Subject: C&C_Egypt finished
Posted by [Titan1x77](#) on Sun, 28 Mar 2004 10:57:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

SeaMan...In your self-righteous opinion that doesn't consider anything else.

We all know what he's going to say about maps without even d-loading them....

Please just comment on the map...and ignore him.

no need to have 3 pages of Ack saying he's the map god..

Subject: C&C_Egypt finished
Posted by [pulverizer](#) on Sun, 28 Mar 2004 11:50:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Great work titan :thumbsup:

Subject: C&C_Egypt finished
Posted by [sniper12345](#) on Sun, 28 Mar 2004 12:42:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

ACK? What ACK? I see no ACK, if I don't see him, he's not there!

Anyway, I've DLed it and played it, and here are my likes and dislikes..

Likes:

- the look of it. I'm pretty sure a certain someone would be bitching about how its not detailed and stuff, but from my point as an audience, I like it.
- Tunnels are nice, and should offer some good fights.
- The repair pad and conyard merge.

Dislikes:

- I think that 2 base defenses are enough... the one at the back of the base might just make the game last too long.
- It's a bit too symmetrical.

Overall, I think it's a nice map....good job!

Subject: C&C_Egypt finished
Posted by [Titan1x77](#) on Sun, 28 Mar 2004 16:53:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

Thanks for your input....3rd AGT/OB is pretty useless once 1 base defense is down...half the base is easily entered.

Fastc0nn and Renwarz will be hosting it....If anyone wants to try it out online.

Subject: C&C_Egypt finished

Posted by [xptek_disabled](#) on Sun, 28 Mar 2004 17:22:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

Great map Titan

Had a blast playing it today

Subject: C&C_Egypt finished

Posted by [Aircraftkiller](#) on Sun, 28 Mar 2004 18:28:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

If I didn't download it and use it, how the hell am I going to know what you did with it? First thing I saw was the "Construction Facility" you gayed together.

Second thing was the three defense structures and two Power Plants.

Third thing was the shitty use of textures and the symmetrical layout with the enormous "tunnels" you insist on putting into everything.

I don't say I'm the "map god." I just say your work sucks, because it does. Anything else would be lying, and if all you want is your ass kissed, fuck off and find something that'll get you that attention.

Subject: C&C_Egypt finished

Posted by [xptek_disabled](#) on Sun, 28 Mar 2004 18:34:19 GMT

[View Forum Message](#) <> [Reply to Message](#)

If it provides fun, it doesn't suck. I had a blast playing it today and so did a lot of other players.

Subject: C&C_Egypt finished

Posted by [Aircraftkiller](#) on Sun, 28 Mar 2004 18:36:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

It provides fun for you and a few others. That's great. A lot of people believe in doing the best you

can, not half-assing it all the way so that you can have people saying "i r l0veeing u titan" like a n00b following.

Subject: C&C_Egypt finished
Posted by [Titan1x77](#) on Sun, 28 Mar 2004 22:06:11 GMT
[View Forum Message](#) <> [Reply to Message](#)

Link should now point to C&C_Cairo

Had to fix the OB's....They werent firing properly...all is fixed now

You can keep or delete C&C_Egypt

But on fastc0nn and Renwarz, theywill be hosting C&C_Cairo

Subject: C&C_Egypt finished
Posted by [rm5248](#) on Mon, 29 Mar 2004 00:07:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerI don't say I'm the "map god." I just say your work sucks, because it does. Anything else would be lying, and if all you want is your ass kissed, fuck off and find something that'll get you that attention.

How come I get the feeling that you've only made a few original maps and fixed up all of WWs old ones.....? Titan has made many original maps.....

Subject: C&C_Egypt finished
Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 00:23:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

You have that feeling because you're ignorant and don't know the history of what I've created for both Renegade, Red Alert 2\Yuri's Revenge, and Red Alert, along with Flight Simulator 5.0.

Subject: C&C_Egypt finished
Posted by [npsmith82](#) on Mon, 29 Mar 2004 00:40:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

Titan, it's pretty enjoyable to play, good job.

AircraftkillerI just say your work sucks, because it does

Funny how you're the only one saying that... 5 out of 6 of the comments posted here about the map, are positive... with the 6th person being you - so the majority says otherwise.

I'd say it's about damn time someone made a map with multiple base defences and power plants. If you only had one AGT/Obelisk in C&C:TD, your base would get completely owned.

It's all the little touches, like the black-cell crate spawning, the vehicle selling scripts. It makes it further alike to tiberian dawn, and this is what i prefer.

Just like your release of the original flame tank, light tank and tiberium sponges will eventually give extra little touches that will bring this game to what it should've been.

Subject: C&C_Egypt finished

Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 00:54:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't care about the majority when two of them are morons and the others, besides yourself, seem to love kissing Titan's ass because they don't want him gone.

There's only so much you can do to be like TD, and three defenses won't cut it when you can't get more than eight vehicles.

Subject: C&C_Egypt finished

Posted by [sniper12345](#) on Mon, 29 Mar 2004 02:48:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'll make it clear and say that ACK's opinion is the minority, as seen in this thread and the one in the mod forum.

Subject: C&C_Egypt finished

Posted by [Alkaline](#) on Mon, 29 Mar 2004 03:09:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

Titan why the hell did you even bother posting here? You should only post on FastConn, renwarz, or even unrules when you release new maps. That-a-way if mr. ACK comes he will get an autoban the minute he shows his face.

I think you almost enjoy seeing what crap ACK will come up with Only crimson would host his maps over yours, all other REAL FAN MAP server users agree TITAN > ACK.

Keep up the good work, I'm looking forward to Tib_cave_2.

Also I after seeing Cario, Country_side could use a much needed face lift, as well as that combo conyard + repair facility.

Subject: C&C_Egypt finished
Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 03:11:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

sniper12345I'll make it clear and say that ACK's opinion is the minority, as seen in this thread and the one in the mod forum.

A few people posting doesn't constitute a majority or a minority with any respect to credible assessment of forum opinion.

Quote: Titan why the hell did you even bother posting here? You should only post on FastConn, renwarz, or even unrules when you release new maps. That-a-way if mr. ACK comes he will get an autoban the minute he shows his face.

Rarely care enough to go anywhere else. Fastc0nn is alright.

"Renwarz" is a joke.

UN is ghey.

Quote: I think you almost enjoy seeing what crap ACK will come up with Only crimson would host his maps over yours, all other REAL FAN MAP servers users agreee TITAN > ACK.

And that would be the reason why Crimson's servers, running my work, are always full?
Ooooookay...

Subject: C&C_Egypt finished
Posted by [Infinint](#) on Mon, 29 Mar 2004 03:21:39 GMT
[View Forum Message](#) <> [Reply to Message](#)

to me that the majority seems to consist mainly of morons and "Titan ass kissing lovers".

Subject: C&C_Egypt finished
Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 03:34:04 GMT
[View Forum Message](#) <> [Reply to Message](#)

Arguments are fun when I have nothing else to do during the night.

Subject: C&C_Egypt finished
Posted by [xptek_disabled](#) on Mon, 29 Mar 2004 03:35:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerArguments are fun when I have nothing else to do during the night.

Go outside, get some air. I just got back from a great movie. Go try that.

Subject: C&C_Egypt finished
Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 04:00:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

Movies suck for the most part. They're a waste of money.

I was watching Sci-Fi feature movies earlier, though they're not that super. At least they're free.

Subject: C&C_Egypt finished
Posted by [mrpirate](#) on Mon, 29 Mar 2004 04:08:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

WTF ACK IH8 U!!!111 GO AWAAAY

Subject: C&C_Egypt finished
Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 04:08:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

NO UR GAHEY

Subject: C&C_Egypt finished
Posted by [mrpirate](#) on Mon, 29 Mar 2004 04:12:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

NO FCUK U!!111 I WNAT MOER BACE DEFNESNES

Subject: C&C_Egypt finished
Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 04:15:32 GMT
[View Forum Message](#) <> [Reply to Message](#)

MR PIRAT YOU AR NOT JUST A BIG JACKAS AND YOU THE BIG HEAD JUST YOU CRATE
MRE BASE DEFENSES FLAYING FUCK YOU BIG JAKAS YOUR DEFENSES IS BAD YOU
WANT I WRUGHT THIS TEH DEFENSES IS BAD HEY IS ONE YEAR YOUR PROMESS A
POWAR PLATN IN ONE MAPS AND DONT JUST MR I TELL IT ALL REPLYER IN THIS FORUM
I DESLIKE YOU

Subject: C&C_Egypt finished
Posted by [mrpirate](#) on Mon, 29 Mar 2004 04:21:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

ahahahahahahaha

Subject: C&C_Egypt finished
Posted by [npsmith82](#) on Mon, 29 Mar 2004 04:22:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerMR PIRAT YOU AR NOT JUST A BIG JACKAS...
Hahaha, good times!

Subject: C&C_Egypt finished
Posted by [Infinint](#) on Mon, 29 Mar 2004 05:12:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

lol... Is that all he going to come back with? Hey ACK, make one for me.

Subject: C&C_Egypt finished
Posted by [Alkaline](#) on Mon, 29 Mar 2004 05:19:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller
And that would be the reason why Crimson's servers, running my work, are always full?
Ooooookay...

My toilet is bowl is full of your work as well!

Subject: C&C_Egypt finished
Posted by [Vitaminous](#) on Mon, 29 Mar 2004 05:22:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's nice, you first said that RenAlert was a piece of shit, then you edited your post and replaced it with a message that's even more stupid.

You're a fucktard Alkaline, shut up for once.

Subject: C&C_Egypt finished
Posted by [Infinint](#) on Mon, 29 Mar 2004 05:24:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

Well he could Zip ACK's maps onto a bunch of floppys or put them on a CD and flush it...

Subject: C&C_Egypt finished
Posted by [Alkaline](#) on Mon, 29 Mar 2004 05:24:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

asshole prime go away.
If it were edited it would say last edit by:
Obviously it doesn't so you are full of shit. :rolleyes:

b.t.w Renalert IS A PIECE OF SHIT.

Subject: C&C_Egypt finished
Posted by [mrpirate](#) on Mon, 29 Mar 2004 05:26:31 GMT
[View Forum Message](#) <> [Reply to Message](#)

OMGF WTF APRIM R LIER!!!!1 @

Subject: C&C_Egypt finished
Posted by [Vitaminous](#) on Mon, 29 Mar 2004 05:28:54 GMT
[View Forum Message](#) <> [Reply to Message](#)

Alkalineasshole prime go away.
If it were edited it would say last edit by:
Obviously it doesn't so you are full of shit. :rolleyes:

b.t.w Renalert IS A PIECE OF SHIT.

There's an option for that, I'm not stupid, I'll even edit this post several times for your own pleasure and to prove that you're lying.

OHHHH!! And since I want to go on with crate boy...

OMMM!! !!! WUTS WRUN WIT U LSUT U WAN 2 FIGT UH!UH!????????!?!?111

Subject: C&C_Egypt finished
Posted by [Infinint](#) on Mon, 29 Mar 2004 05:30:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

You can disable the edit by line now?

Test

Wow, Aprimes right.

If you edit it twice, then it says edited one time.

Subject: C&C_Egypt finished
Posted by [Vitaminous](#) on Mon, 29 Mar 2004 05:31:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

You've always been able to.

OGMG DIDN U KNO DAT ALRADY?!

Subject: C&C_Egypt finished
Posted by [Infinint](#) on Mon, 29 Mar 2004 05:34:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

"If you edit it twice, then it says edited one time." being the 3rd time I edited it.

Subject: C&C_Egypt finished
Posted by [bigejoe14](#) on Mon, 29 Mar 2004 05:59:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

F-BOMB!!!

Subject: C&C_Egypt finished
Posted by [Crimson](#) on Mon, 29 Mar 2004 06:35:25 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you edit it within a short amount of time it won't say 'edited by'.

Subject: C&C_Egypt finished
Posted by [Alkaline](#) on Mon, 29 Mar 2004 07:26:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

That's fine but the fact remains that aprime is a blind homo.

Subject: C&C_Egypt finished
Posted by [Aircraftkiller](#) on Mon, 29 Mar 2004 07:33:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

And you're still a loser forum troll, your point being?

Subject: C&C_Egypt finished
Posted by [Renardin6](#) on Mon, 29 Mar 2004 13:02:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

LMAO !!! HAHAHA HAHAHA ! funny thread (and waste of time also)

Subject: C&C_Egypt finished
Posted by [Alkaline](#) on Mon, 29 Mar 2004 14:09:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerAnd you're still a loser forum troll, your point being?

My point being is that you need to stfu about titan's work and go work on RETARD
ALERT!!!!!!1111oneoneone

:rolleyes:
