
Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Thu, 12 Feb 2004 06:25:19 GMT
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That's nice... It still sucks, though.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Deactivated](#) on Thu, 12 Feb 2004 08:15:16 GMT
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Let's not start this again, ACK.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Thu, 12 Feb 2004 08:43:10 GMT
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SeaManLet's not start this again, ACK.

Why not? I have every right to express my opinions here, just as you and anyone else does.

Titan's work is shit, that's all there is to it. Everything he makes looks decent on the outside, then plays like garbage when you get into it...

Subject: Titan's maps vs ACK's maps (split off)
Posted by [--oo00o00oo--](#) on Thu, 12 Feb 2004 10:09:42 GMT
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^^ for once i agree with ACK

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Deactivated](#) on Thu, 12 Feb 2004 11:28:02 GMT
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AircraftkillerSeaManLet's not start this again, ACK. Why not? I have every right to express my opinions here, just as you and anyone else does.

Because they lead often to flame wars.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Slicer_238](#) on Thu, 12 Feb 2004 12:05:15 GMT

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AircraftkillerYou don't have to read it, homoboy... You do realize that, right? Everything here isn't forced upon you to read.

So if you don't want to read it... You could, gasp, not spend so much time online and not respond to it?

Somes times I worry about you ACK. The things you say and then you do the complete opposite.
=\

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Thu, 12 Feb 2004 19:26:13 GMT
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Slicer_238AircraftkillerYou don't have to read it, homoboy... You do realize that, right? Everything here isn't forced upon you to read.

So if you don't want to read it... You could, gasp, not spend so much time online and not respond to it?

Somes times I worry about you ACK. The things you say and then you do the complete opposite.
=\

I don't recall saying I didn't want to read this thread.

Sorta tosses your whole statement out, doesn't it?

Quote:Posted: Thu Feb 12, 2004 9:53 am Post subject:
I must say, I admire Titan's composure on these constant attacks.

It shows a level of mature development that other mapmakers would do well to follow.

I take it you didn't see him about a month ago...

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Thu, 12 Feb 2004 19:37:27 GMT
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If you cannot read text on a screen, I have to ask what may be wrong with your state of mind.

"Oh no, he's going to type things at me!"

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Slicer_238](#) on Thu, 12 Feb 2004 23:05:45 GMT

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AircraftkillerSlicer_238AircraftkillerYou don't have to read it, homoboy... You do realize that, right? Everything here isn't forced upon you to read.

So if you don't want to read it... You could, gasp, not spend so much time online and not respond to it?

Somes times I worry about you ACK. The things you say and then you do the complete opposite. =\

I don't recall saying I didn't want to read this thread.

Sorta tosses your whole statement out, doesn't it?

.....

>.>

<.<

.....Maybe... :oops:

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Aircraftkiller](#) on Fri, 13 Feb 2004 12:18:45 GMT

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No. I'll speak my mind as I see fit. If you want me to do what you think is right, you can fuck off.

Quote:Water isnt a big deal...it's like that on almost every map with deep water...I could of added emmiters down there but didnt want to take away from the FPS...better to have it run smoothly then to have some nice water effect underneath the water plane making it lag.

ROFL, that's what's called "I'm too lazy to develop things properly, so I did it half-assed and I don't care."

You wouldn't even need emitters underwater to make it look like water. You wouldn't even need to let people go underwater to begin with!

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Weirdo](#) on Fri, 13 Feb 2004 16:48:31 GMT

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AircraftkillerNo. I'll speak my mind as I see fit. If you want me to do what you think is right, you can fuck off.

Quote:Water isnt a big deal...it's like that on almost every map with deep water...I could of added emmiters down there but didnt want to take away from the FPS...better to have it run smoothly

then to have some nice water effect underneath the water plane making it lag.

ROFL, that's what's called "I'm too lazy to develop things properly, so I did it half-assed and I don't care."

You wouldn't even need emitters underwater to make it look like water. You wouldn't even need to let people go underwater to begin with!

I might be too stupid to understand your logic ACK, but what is different with going underwater in DMIsles and the .992 version of Zama.

Are you telling me you are going to change the water effect on those maps or what?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [DanSolo](#) on Sat, 14 Feb 2004 13:18:46 GMT
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AircraftkillerThat's nice... It still sucks, though.

lemme guess, RenAlert owns everything else..... uh huh

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Sir Phoenixx](#) on Sat, 14 Feb 2004 13:35:15 GMT
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Don't be fucking ignorant, no one said anything about Renegade Alert. :rolleyes:

The from that screenshot of the map looks nice, but you can't really tell much because of the single screenshot. But if the gameplay sucks, the looks don't matter at all.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Homey](#) on Sat, 14 Feb 2004 16:00:40 GMT
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Ack do you know how to keep your opinions to your self or are you just too full of shit you can't keep it in? Btw kirby for once I do agree with you.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sat, 14 Feb 2004 16:22:36 GMT
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You're telling me to keep my opinions to myself, while expressing your own, at the same time?

Contradictive AND ignorant...

I have every right to express my opinions on these forums. If you have a problem with that, I suggest you not visit them. Or use the ignore function... Though it seems you used that on your intelligence for that post.

Quote:Something SirPheonixx said just reminded me of DMIsles.

Guess what, though? The weapon, health, and armor spawners have nothing to do with me. I didn't place them. I've stated this before. NeoSaber did - he doesn't have much experience with multiplayer deathmatch. With that said, it's being fixed for the 0.993 patch, along with additional deathmatch levels.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Sat, 14 Feb 2004 16:40:35 GMT
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Aircraftkiller

I have every right to express my opinions on these forums. If you have a problem with that, I suggest you not visit them. Or use the ignore function... Though it seems you used that on your intelligence for that post.

And I dont have the right??...I just replied to Tidu's thread on how to help him with his problem and you delete my post...and on top of that you dont even offer advice to him.

It seems like that's all you do...is express your opinion.
When your a mod and your "suppose" to help others.

I try and help and you being childish, you delete the reply i made...go figure...so much for rights on this forum.

Thank god crimson didnt make you a mod on this part of the forum...otherwise I wouldn't be able to post anywhere.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [rm5248](#) on Sat, 14 Feb 2004 17:29:53 GMT
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Hey, I've got a great idea! Aircraftkiller will make a King of the Hill map, and we can have a vote on who's is better! Since Aircraftkiller seems to think that this sucks, he should make a map that shows that his is better, thus proving that Titan's sucks.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sat, 14 Feb 2004 17:57:41 GMT
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I have never liked KOTH.

Quote:And I dont have the right??...I just replied to Tidu's thread on how to help him with his problem and you delete my post...and on top of that you dont even offer advice to him.

It seems like that's all you do...is express your opinion.
When your a mod and your "suppose" to help others.

I try and help and you being childish, you delete the reply i made...go figure...so much for rights on this forum.

Thank god crimson didnt make you a mod on this part of the forum...otherwise I wouldn't be able to post anywhere.

And you didn't say anything of value. You know little about this game, yet you toss around useless help and proclaim yourself as great because of it.

I delete anything from anyone that's worthless shit. When you respond with three words that someone might not even know about, kind of defeats the entire point of what he was asking, doesn't it? Just leaves him with more questions, because your sorry ass was too lazy to explain it properly.

"compute vertex solve"

Yeah, that's a real help, when his problem was something else entirely.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [MrBob](#) on Sat, 14 Feb 2004 18:06:59 GMT
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Stop fighting! It's Valentine's Day!

Now kiss and make up

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Cpo64](#) on Sun, 15 Feb 2004 05:45:34 GMT
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shutters at the idea

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Alkaline](#) on Sun, 15 Feb 2004 06:31:03 GMT
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Aircraftkiller

And you didn't say anything of value. You know little about this game, yet you toss around useless help and proclaim yourself as great because of it.

The Hell he doesn't! His maps are fucking great and fun as Hell (esp tib pit 3). Your maps are good too I think right now Titan and Ack are 2 of the best mappers for this game.

ACK, I think you attack titan a lot because he maps are really good and they knocked off the crown of "best mapper" from your head. Stop being so jealous. :rolleyes:

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sun, 15 Feb 2004 07:30:16 GMT
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I think you're assuming shit because that's all you're capable of doing.

1. "Tib pit 3" is a sorry piece of shit. It took him three tries to get a "tiberium pit" to where it is and it STILL sucks. Nothing but huge, open space, with no cover. Like Terrace, just as bad. Anyone can do that. And they have.
 2. I don't give a fuck about any "crown," what I do care about is the little assrammer thinks I'm squelching his "freedoms" here while he posts nothing but drivel in the mod forum, making me delete it to save on the excessive spam there.
 3. You're annoying, I know this has no relevance to the discussion but whenever you post, you're an annoying little bastard.
-

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Sun, 15 Feb 2004 07:52:11 GMT
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Sorry, but I have nothing against Titan at all but ACK's maps are still far, far superior. ACK pays more attention to balance and playability than anyone else and is willing to accept that some of his maps don't end up as fun as he'd thought. But he keeps going and makes more.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [sniper12345](#) on Sun, 15 Feb 2004 08:31:18 GMT
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Aircraftkiller

Guess what, though? The weapon, health, and armor spawners have nothing to do with me. I didn't place them. I've stated this before. NeoSaber did - he doesn't have much experience with multiplayer deathmatch. With that said, it's being fixed for the 0.993 patch, along with additional deathmatch levels.

So you mean the little hills, water, bushes and general layout have no effect on gameplay?

And who made them?

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Weirdo](#) on Sun, 15 Feb 2004 12:02:41 GMT

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sniper12345Aircraftkiller

Guess what, though? The weapon, health, and armor spawners have nothing to do with me. I didn't place them. I've stated this before. NeoSaber did - he doesn't have much experience with multiplayer deathmatch. With that said, it's being fixed for the 0.993 patch, along with additional deathmatch levels.

So you mean the little hills, water, bushes and general layout have no effect on gameplay?

And who made them?

He made the terrain yes. But could you please explain at what points the terrain on that map effect's the gamplay in a bad way. The only thing it misses is a goal.

I like DMIsles personally, and although some vis errors, who don't effect the gameplay, I don't see anything wrong.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Titan1x77](#) on Sun, 15 Feb 2004 12:49:13 GMT

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CrimsonSorry, but I have nothing against Titan at all but ACK's maps are still far, far superior. ACK pays more attention to balance and playability than anyone else and is willing to accept that some of his maps don't end up as fun as he'd thought. But he keeps going and makes more.

Sorry, But you could say the same thing for me aswell...Ive pride myself on gameplay and balance....and just cuz I dont say "I dont want my levels run on this server" doesnt mean Im not to fond of how my begginers work turned out.....and Have I gave up yet?

Actually ACK has given up on renegade and has posted he will only focus on renalert.

Not like any of his maps had great gameplay anyways...gameplay is set up within the structure of

your map...all of his maps were set-up in that manner for him by westwood employee's...not him....yea he got the map unfinished...but the base of the map was there.

And when he does make his own map...its the same crap, team bases straight across from each other with some garbage in the middle...river raid it was a river,river canyon it was a river,Basin it was a bridge,and mars with nothing but some gravity changes,Golf_course nothing,Eglin AFB 1 building off in the middle of nowhere. Tropics was a decent level. since then nothing he's created on his own for renegade has been good for gameplay.

What would you know about playability of fanmaps anyways? ...I dont see you on Fastc0nn or Renwarz servers

People who play Fanmaps, like most of my levels and those people are Fastc0nn and Renwarz members....their the ones who play Fanmaps everyday...they should know more about them then someone who hasnt played them.

And this deleting of my post's crap is ridiculous...go to your mod forums theres ton's of simple replys and answers...and ACK deletes my reply and sum's his up with the same answer I posted....Now I can't take up discussion with any other mappers/modders here?

He tries to cover it up with "drivel" and "not helpful" ...or whatever else he wants to say about it. But the Fact is he just doesnt like me and wants to delete posts because he can....Thats exactly why.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [sniper12345](#) on Sun, 15 Feb 2004 12:57:25 GMT
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Weirdosniper12345Aircraftkiller

Guess what, though? The weapon, health, and armor spawners have nothing to do with me. I didn't place them. I've stated this before. NeoSaber did - he doesn't have much experience with multiplayer deathmatch. With that said, it's being fixed for the 0.993 patch, along with additional deathmatch levels.

So you mean the little hills, water, bushes and general layout have no effect on gameplay?

And who made them?

He made the terrain yes. But could you please explain at what points the terrain on that map effect's the gamplay in a bad way. The only thing it misses is a goal.

I like DMIsles personally, and although some vis errors, who don't effect the gameplay, I don't see anything wrong.

It is dull. This is not a personal opinion...a popular opinion.

All there is are little slopes on water, then some grass for cover. Playing it for 5 minutes can be

fun, but for 30, it is not.

Don't say that this map is just made for 5 minutes, because in order for a map to be good, it must be able to last without getting dull. Hourglass is a perfect example of a map not lasting.

If we compared that map to, let's say, Islands by Titan, the winner in both gameplay and appearance is obvious.

I'm not stopping you from favouring DMIsles, I'm just telling you what a lot of people think.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Sir Phoenixx](#) on Sun, 15 Feb 2004 13:12:03 GMT

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Titan1x77 And this deleting of my post's crap is ridiculous...go to your mod forums theres ton's of simple replys and answers...and ACK deletes my reply and sum's his up with the same answer I posted....Now I can't take up discussion with any other mappers/modders here?

He tries to cover it up with "drivel" and "not helpful" ...or whatever else he wants to say about it. But the Fact is he just doesnt like me and wants to delete posts because he can....Thats exactly why.

You post some little reply like 'compute vertex solve' that's about as helpful as Dr. Kavorkian on the suicide hotline, ACK on the other hand explains it out, goes step by step, gives other possibilities to fix his problem, etc.

AircraftKiller Check and make sure that you've actually made the mesh as VAlpha. Make sure it's on alpha blend, too. Either of these being off means it turns completely black.

Also, check the blending material - if it's totally black in color, for each of the three colors (Emissive, diffuse, ambient) then it will appear totally black in-game or in the editor.

If you've done everything correctly, use the Instances tab and roll out the terrain preset to hide any specific mesh that needs to be hidden from the vertex solve.

Go to Lighting > Compute Vertex Solve, check occlusion and let it chug away. If it's still black, you did something wrong in Max.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Titan1x77](#) on Sun, 15 Feb 2004 13:23:54 GMT

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and your point?

Tidu knows what compute vertex solve is...but he didnt know why his mesh was black...so I simply stated compute vertex solve and that will solve your problems.

Now why does that have to be deleted?

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Aircraftkiller](#) on Sun, 15 Feb 2004 18:22:40 GMT

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Quote:Sorry, But you could say the same thing for me aswell...Ive pride myself on gameplay and balance....and just cuz I dont say "I dont want my levels run on this server" doesnt mean Im not to fond of how my begginers work turned out.....and Have I gave up yet?

You've stated that you would give up simply because no one played what you made. It's all on the RenStation forums.

You changed your mind when your assramming squad said "no titan dont leeve we need j0!!!"

This has happened almost five times now. You don't get better over time, you still don't even know the basic fucking beginning work necessary to do anything in Renegade, you just blunder through it all so you can get someone to kiss your ass.

Quote:Actually ACK has given up on renegade and has posted he will only focus on renalert.

I said I gave up because I'm sick of how unbalanced Renegade is, and until it gets solved in a manner that brings the game back to its intended purpose, I will not play it.

Quote:Not like any of his maps had great gameplay anyways...gameplay is set up withen the structure of your map...all of his maps were set-up in that manner for him by westwood employee's...not him....yea he got the map unfinished...but the base of the map was there.

Sure they were, like everything I made was started by Westwood. I mean, over 40! It must be everything from WS! :rolleyes: Yeah, you obviously know it all, since you know all about the personal conversations that my friends and I had, and you know everything that was given to me, and blah blah... You're a fucking genius!

Quote:And when he does make his own map...its the same crap, team bases straight across from each other with some garbage in the middle...river raid it was a river,river canyon it was a river,Basin it was a bridge,and mars with nothing but some gravity changes,Golf_course nothing,Eglin AFB 1 building off in the middle of nowhere. Tropics was a decent level. since then nothing he's created on his own for renegade has been good for gameplay.

Hmm... Sounds like how every multiplayer level for Renegade was made. Hmm... Wonder why? Because... There's BASES in a game, y'know what those are? Those little buildings necessary to play the game, roughly based on C&C Gold? Yeah, those. See, if you had played C&C Gold, you'd know that the gameplay works by having a place for tanks to battle it out so that you can attack the enemy base, instead of just "teleporting" around for points... Hey, that sounds like what you make, every single time! :rolleyes:

If what I've made is nothing, in comparison to your work, please explain to me why this is happening:

My work is run so much more than yours is.

Yours isn't noticed by the C&C community.

No one knows you outside of the forums or the game.

No one cares about what you do, outside of the forums or the game.

Explain that... It just MIGHT be because your work is below quality.

Quote:What would you know about playability of fanmaps anyways? ...I dont see you on Fastc0nn or Renwarz servers

You fucking idiot. I've been playing for at LEAST a year and a half before you even started in Renegade, much less started making anything for it. I played since the first day of the beta test, 3 December of 2001, and quit playing this year until the problems get fixed. I have been in over 20 different "fan maps" servers, all hosting what I've made, and I always play them with people so I know what's going on with the gameplay and to listen to the comments sent out.

Quote:People who play Fanmaps, like most of my levels and those people are Fastc0nn and Renwarz members....their the ones who play Fanmaps everyday...they should know more about them then someone who hasnt played them.

Yeah, I've never played them. Kudos moron, you've just found a good way to make a fool of yourself. "Renwarz" ROFL, kind of like that "Recon Warz" shit you had going on when you were infactuated with Recon Bikes, huh? Whatever happened to that, oh, you gave up...

Quote:And this deleting of my post's crap is ridiculous...go to your mod forums theres ton's of simple replys and answers...and ACK deletes my reply and sum's his up with the same answer I posted....Now I can't take up discussion with any other mappers/modders here?

No, not unless you actually contribute something. Which you haven't. It's all whining.

Quote:He tries to cover it up with "drivel" and "not helpful" ...or whatever else he wants to say about it. But the Fact is he just doesnt like me and wants to delete posts because he can....Thats exactly why.

I don't like you, no. And I delete what you write when it isn't helpful, like anyone else. So start posting like you have a fucking brain, or just leave.

What're you going to say, next? That you're better at Renegade than I am?

Haha, try lifting that K/D ratio of yours and help your team win some games...

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Sun, 15 Feb 2004 18:32:43 GMT
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I thought I quoted Crimson's post and was directing my post to her not you :rolleyes: ..your the one looking like a fool.

speaking about tank battles...your original maps are hop in the APC drive into the other base...every single one of them.

Youll never be able to create a map that uses every aspect of this game like I did with High noon 2.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Sun, 15 Feb 2004 18:51:52 GMT
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Titan1x77Not like any of his maps had great gameplay anyways...gameplay is set up within the structure of your map...all of his maps were set-up in that manner for him by westwood employee's...not him....yea he got the map unfinished...but the base of the map was there.

Haha, are you kidding me with this? He gets like 7 or 8 maps (maybe less) from Westwood, creates 40 maps and suddenly Westwood created ALL of his maps?? C'mon, anyone in the mapping community MUST know the truth.

Quote:And when he does make his own map...its the same crap, team bases straight across from each other with some garbage in the middle...river raid it was a river,river canyon it was a river,Basin it was a bridge,and mars with nothing but some gravity changes,Golf_course nothing,Eglin AFB 1 building off in the middle of nowhere. Tropics was a decent level. since then nothing he's created on his own for renegade has been good for gameplay.

He admits that some of his maps didn't turn out to be as playable as he thought. Including Eglin_AFB. You're still only counting like 6 maps out of 40...

Quote:What would you know about playability of fanmaps anyways? ...I dont see you on Fastc0nn or Renwarz servers

I don't usually play on other servers as "Crimsson" so that I'm not bugged about RenGuard and n00bstories and Final Renegade. I have, however, beta tested several maps. Also, I'll be hosting a fan map server within the next couple of weeks when I get another server.

Quote:And this deleting of my post's crap is ridiculous...go to your mod forums theres ton's of simple replys and answers...and ACK deletes my reply and sum's his up with the same answer I posted....Now I can't take up discussion with any other mappers/modders here?

I agree that he appears to have singled you out and removed your non-helpful, non-productive posts. However, I did a search in that forum and plenty of your posts remain, including ones

where you insult and argue with him...

Quote:He tries to cover it up with "drivel" and "not helpful" ...or whatever else he wants to say about it. But the Fact is he just doesnt like me and wants to delete posts because he can....Thats exactly why.

Well, I was going to say that it's a bit childish to remove posts if you can't defend yourself against them, but since he does defend himself when you attack him (or defend himself after you counter-attack his attack), he isn't being childish.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Sun, 15 Feb 2004 18:57:16 GMT
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Crimson

Haha, are you kidding me with this? He gets like 7 or 8 maps (maybe less) from Westwood, creates 40 maps and suddenly Westwood created ALL of his maps?? C'mon, anyone in the mapping community MUST know the truth.

I did list all of his maps except 3

country_meadow...which doesnt work

Flight_deck

and

Medical level which are DM's.

So the other 30 or so must be Westwood maps.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Sun, 15 Feb 2004 19:01:21 GMT
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I hope the is for sarcasm, because a look at http://www.cncden.com/ren_ackmaps.shtml shows that's not the case.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [kriegerv](#) on Sun, 15 Feb 2004 19:39:31 GMT
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What a lot of bullshit in one topic.

If you don't like the map don't play it and fuck off.

If you like the map play it.

Finito

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Sun, 15 Feb 2004 19:57:19 GMT
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Sorry..I forgot 3 more of his original's...leaving what..27? WW planned out map's

Metropolis...which is good...easily forgotten since this is a good map.

Beach and Forest trail..which are DM's

Well im done going on about this...Im Just defending myself from his outrageous remarks "I have every right to post my opinion"...But i don't.

More importantly.....

I just dont see any reason to why my "Helpful" posts should be deleted...but no matter what, I can see your going to side with him no matter what the case is.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sun, 15 Feb 2004 20:10:33 GMT
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I can list everything I've made that wasn't started by Westwood Studios. All of it will exceed what you have done.

Quote:Flight_deck
and
Medical level which are DM's.

Medical Level is a deathmatch. Flight Deck is not. Play it before you say what it isn't - it is infantry only.

C&C_Country_Meadow
C&C_River_Raid
C&C_River_RaidTS
C&C_Golf_Course
C&C_Metropolis
C&C_Mars
C&C_Flight_Deck
C&C_MedicalLevel
C&C_Basin
C&C_BasinTS

C&C_Tropics
C&C_DMConYard
C&C_Beach
C&C_Forest_Trail
C&C_CYTeamDM
C&C_Eglin_AFB

Oh, and then all of my Renegade Alert work...

C&C_RA_Zama
C&C_RA_WoodsToday
C&C_RA_DMIsles
C&C_RA_KeepOffGrass
C&C_RA_Fjord
C&C_RA_NorthNorthwest
C&C_RA_Ridges
C&C_RA_Snowfield
C&C_RA_ShallowGrave
C&C_RA_Volcano
C&C_RA_Zama (final version)
C&C_RA_APathBeyond

And I still have more underway...

According to renmaps.com, all you've made is nine or ten levels. At least four of them are the same as the one they're "upgraded" from, except they have some missing parts to buildings. Wow. I'm impressed! </sarcasm>

Subject: Titan's maps vs ACK's maps (split off)
Posted by [OrcaPilot26](#) on Sun, 15 Feb 2004 20:53:18 GMT
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With all the time and effort ACK and Titan put into arguing, I'm sure they could've collaborated to make KOTH_Islands 5 times better.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Sun, 15 Feb 2004 20:54:23 GMT
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how can any of that exceed what I have done?

nothing you listed is any good on a gameplay level.

so you have 7 CnC mode maps that are garbage..and fixed a few up that are still just APC rush to the MCT marathons...yay...3 cheers for ACK!!

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sun, 15 Feb 2004 20:54:39 GMT
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And with the time you spent writing that post, you could have done the same thing. :rolleyes:

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sun, 15 Feb 2004 20:59:06 GMT
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Titan1x77how can any of that exceed what I have done?

nothing you listed is any good on a gameplay level.

so you have 7 CnC mode maps that are garbage..and fixed a few up that are still just APC rush to the MCT marathons...yay...3 cheers for ACK!!

All of them get played, whereas two or three of yours are played every other day.

If they're such garbage, I'm sure they'd stop being ran, but apparently there's a full server for Renegade Alert right now, playing "those garbage maps" you're harping about.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Sun, 15 Feb 2004 21:15:06 GMT
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This isnt about Renalert maps...besides your the only one who maps for the mod.

You look more and more like a total moron everytime you post..although you have been one for a long time now.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Weirdo](#) on Sun, 15 Feb 2004 21:22:30 GMT
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Titan1x77This isnt about Renalert maps...besides your the only one who maps for the mod.

You look more and more like a total moron everytime you post..although you have been one for a long time now.

Don't over estimate your ability to make other people look like morons.

Anyway, although Renalert isn't fully the original Renegade, it still is Renegade. If you can make good maps for Renalert, you can also do it for Renegade.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sun, 15 Feb 2004 21:23:51 GMT
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Right. I'm the only one, even though I hired an additional person to work with me... You sure are omnipotent, boggles my mind.

As for being a total moron; one must wonder how someone who is in his 20s barely has a grasp of the English language, never learns from his mistakes, and continues to blunder onward without any concern, can actually call someone else a moron.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [OrcaPilot26](#) on Sun, 15 Feb 2004 21:33:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerAnd with the time you spent writing that post, you could have done the same thing.
:rolleyes:

Unfortunately not, I have no idea how Renegade gameplay actually works, and couldn't design a map with such strategic elements that Titans maps lack. So if I tried to make KOTH_Islands, it would be very much the same.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sun, 15 Feb 2004 21:37:22 GMT
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The only way you'll grasp how it works is by remembering how TD played out, make levels based around what you want to happen (Fast action, lots of infantry areas, back routes, base defenses, etc) and then create the art.

It's not as difficult as people make it out to be, mostly because they (Like Titan) demand that others help them and kiss their ass afterward.

You've got a good grasp for strategy, so I don't see why you won't apply yourself and finish what you start.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Mon, 16 Feb 2004 02:01:18 GMT
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WeirdoTitan1x77This isnt about Renalert maps...besides your the only one who maps for the mod.

You look more and more like a total moron everytime you post..although you have been one for a long time now.

Don't over estimate your ability to make other people look like morons.

Anyway, although Renalert isn't fully the original Renegade, it still is Renegade. If you can make good maps for Renalert, you can also do it for Renegade.

Umm...I mentioned his maps that were made for renegade...and how the gameplay on them was garbage...it had nothing to do with any renalert maps....So by him bringing up "oh my maps are being played" is both irrelevant and also dumb..seeing its a renalert server and he's the only map maker.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [warranto](#) on Mon, 16 Feb 2004 02:03:20 GMT
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Wouldn't it be that if his maps were bad, people wouldn't play RenAlert?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Mon, 16 Feb 2004 02:07:16 GMT
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warrantoWouldn't it be that if his maps were bad, people wouldn't play RenAlert?

what would C&C_Golf_course or any of his other maps for RENEGADE have to do with Renalert??

:rolleyes:

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Mon, 16 Feb 2004 02:42:30 GMT
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Because RA is based on Renegade's engine, perhaps that's why?

And myself being the "only" level designer has nothing to do with it, as they said, it's still based on Renegade, requires Renegade to play it, and requires a Renegade FDS modified to run RA... But yeah, you made a fool outta me! :rolleyes:

As for Golf Course, what's wrong with it? The fact that the game ends quick regardless of base defenses? Oh, I know, the fact that teamwork is needed to destroy the base defenses before the enemy team gets MRLS\Artillery to destroy yours earlier?

Damn, you must be referring to the fact that a lot of people liked it... Oh, or the fact that only two people complained, yourself and someone else.

You got me there hoss...

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Mon, 16 Feb 2004 03:31:58 GMT
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I guess one way to settle this is to put two 20 player servers online, one with ACK's best maps, one with Titan's best maps... then we'll see which one gets more traffic. Hard to argue with that, I mean... the main test of a map is if people want to play the damn thing, right?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Mon, 16 Feb 2004 03:35:36 GMT
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My best ones are for RA... And your server is almost always full for it.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Mon, 16 Feb 2004 03:38:31 GMT
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That's why I'm confident in laying down the challenge.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [warranto](#) on Mon, 16 Feb 2004 04:05:00 GMT
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Titan1x77warrantoWouldn't it be that if his maps were bad, people wouldn't play RenAlert?

what would C&C_Golf_course or any of his other maps for RENEGADE have to do with Renalert??

:rolleyes:

What do the maps for Renegade have to do with RenAlert?

Other than being made by the same person you mean?

Well, lets look at it this way:

His maps for Renegade are garbage, so I'm not going to play them.
His maps for RenAlert rock! I'm going to play them!

Sounds kind of contradictory, doesn't it?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Alkaline](#) on Mon, 16 Feb 2004 05:10:11 GMT
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AircraftkillerI think you're assuming shit because that's all you're capable of doing.

1. "Tib pit 3" is a sorry piece of shit. It took him three tries to get a "tiberium pit" to where it is and it STILL sucks. Nothing but huge, open space, with no cover. Like Terrace, just as bad. Anyone can do that. And they have.

How many times did you redo glacier? Ohh ya 4 fucking times and it still has bugs!!! At least tib pit 1, 2 and 3 are fairly different from each other. Part of tib pits uniqueness is the open space, its hella of a lot better than that cow crap infested "mars"

Anyway if you wanna talk about open space, all your renalert maps are crappy "open space" and anyone can do that, but so far Titan's have been the best at doing it

I may be a little bastard when I post, BUT YOU'RE A BIG BASTARD AT LIFE.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Dante](#) on Mon, 16 Feb 2004 05:13:33 GMT
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/me coughs...

Shut Up And Mod

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Alkaline](#) on Mon, 16 Feb 2004 05:16:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

CrimsonI guess one way to settle this is to put two 20 player servers online, one with ACK's best maps, one with Titan's best maps... then we'll see which one gets more traffic. Hard to argue with that, I mean... the main test of a map is if people want to play the damn thing, right?

Sounds good, but only original maps made by each author are eligible, no maps in which ww contributed,
so exclude any variation of: Bunkers, glacier, mines, metro, land, sand, gobi

Any of titans should be acceptable, as he made them all from scratch. This will test each map makers true ability.

But crimson, I wonder why you even propose a such a challenge when you know the likelihood of you actually hosting new maps (coupled with the threat that you will loose the precious traffic from your server with new maps) is virtually inexsistant.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Mon, 16 Feb 2004 06:12:41 GMT
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AlkalineAircraftkillerI think you're assuming shit becuae that's all you're capable of doing.

1. "Tib pit 3" is a sorry piece of shit. It took him three tries to get a "tiberium pit" to where it is and it STILL sucks. Nothing but huge, open space, with no cover. Like Terrace, just as bad. Anyone can do that. And they have.

How many times did you redo glacier? Ohh ya 4 fucking times and it still has bugs!!! At least tib pit 1, 2 and 3 are fairly differnt from each other. Part of tib pits uniqueness is the opensapce, its hella of a lot better than that cow crap infested "mars"

Anyway if you wanna talk about open sapce, all your renalert maps are crappy "open sapce" and

anyone can do that, but so far Titan's have been the best at doing it

I may be a little bastard when I post, BUT YOUR A BIG BASTARD AT LIFE.

Four times? There are three versions of Glacier. Glacier Flying, Glacier, and GlacierTS. That's all.

Fairly different? In what way, that they suck harder than before? Mars makes sense... It's on fucking MARS you idiot! Terrace does NOT make sense, even a god damned desert has some boulders or rocks in it! Terrace has nothing! Just those typical "titan's huge tunnel system with almost nothing inside it except a bunch of unbalancing weapon spawns.'

Yeah, everything in RA is open space... You're such a fucking retard, trees, rocks, bushes, mountains, trenches, and ponds\lakes\rivers are not open space... Have you even gone outside??

Gee what's next, a forest is a huge open space? :rolleyes:

Quote:Sounds good, but only original maps made by each author are eligible, no maps in which ww contributed,
so exclude any variation of: Bunkers, glacier, mines, metro, land, sand, gobi

You know WS contributed to this by releasing the tools to modify the game? GEE RETARD>.. Ever think of that? I had to fucking work to get all of those files to release to ungrateful sumbitches like you, so it's not like my original work didn't net me what I wanted.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [sniper12345](#) on Mon, 16 Feb 2004 07:53:20 GMT
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OrcaPilot26With all the time and effort ACK and Titan put into arguing, I'm sure they could've collaborated to make KOTH_Islands 5 times better.

...that is actually a good point.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Mon, 16 Feb 2004 09:10:40 GMT
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In what way? I don't work with others unless it's absolutely necessary to do something.

I prefer to work alone. Especially concerning assrammers like Titan.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Mon, 16 Feb 2004 11:09:50 GMT

AlkalineSounds good, but only original maps made by each author are eligible, no maps in which ww contributed, so exclude any variation of: Bunkers, glacier, mines, metro, land, sand, gobi

Why? He earned the right to do those maps. Not that I fear not being able to include those maps...

Quote:Any of titans should be acceptable, as he made them all from scratch. This will test each map makers true ability.

No problem

Quote:But crimson, I wonder why you even propose a such a challenge when you know the likelihood of you actually hosting new maps (coupled with the threat that you will loose the precious traffic from your server with new maps) is virtually inexsistant.

- 1) I know I'm right, and if I'm not right, I want it to be proven, not because some forum idiots are jealous.
- 2) I have enough bandwidth and power to throw two more servers online for this. I was only lacking serials, but I just got some more. And since when did I say my server traffic was "precious"?? I'm hosting RenAlert, aren't I? Wasn't that a fan-made game? OMG IT WAS!!! Your complete stupidity and ignorance floors me at times.

I wouldn't have proposed this little challenge if I wasn't willing to follow through.

Now, here's what I propose:

Two servers, 20 players. I can collect data for unique IPs that visit the server and how long they play in them.

The results will be categorized into Playability and Popularity. The one with the most playable maps will be the one who racks up the most total game time. The Popularity winner will have racked up the most unique IPs visiting the server.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Mon, 16 Feb 2004 13:17:04 GMT
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Sure go right ahead

I'll pick out 6 maps that I designed, he picks out 6 maps that he designed.

You could be hosting the server with my maps on it with a cable connection for all i know :rolleyes:

But if this is what you want to do...go right ahead

High Noon 2
Lightwave 2
Terrace
Tib pit 3
High noon
Country Side

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Mon, 16 Feb 2004 16:59:19 GMT
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Just keep running that RA server.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [warranto](#) on Mon, 16 Feb 2004 19:07:22 GMT
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A small request to all the players to avoid "favortism". Try playing each map once, simply so you can give an accurate discription of what ones "suck" and which ones don't. Then play on the maps you want after that.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Mon, 16 Feb 2004 19:23:38 GMT
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warrantoA small request to all the players to avoid "favortism". Try playing each map once, simply so you can give an accurate discription of what ones "suck" and which ones don't. Then play on the maps you want after that.

No offense to you warranto.. but "fuck avoiding favoritism"..

I'm so tired of this petty bullshit that I'll simply run maps from people that aren't assholes from now on; who cares which ones god likes the best.

For almost 18 months I've watched this same thing go on, and on, and on, and on.. Sadly, no one else can even make a post in these forums about a map without being hammered by the almighty; enough is enough.

I've played games most of my adult life, and I've enjoyed maps in UT like "CTF Bedroom" where everything was green-yellow-blue, square and basically ugly as shit.. But it was hella-fun to play, and definately offered a change in pace to the typical game style.

Those types of things have been attempted with Renegade also, but have always been ostracized by Aircraftkiller and his devoted followers (even though they themselves have exercised their own creative freedom as much as they like i.e.; Mars)

This thread was began as a simple, informative topic about a new map, and a new game style that many people have been waiting to play. Sadly the SECOND POST was nothing more than the continuation of the "ack is an asshole" saga.

Aircraftkiller, go play RenAlert, have fun, and enjoy life.. But you might as well move-on from The Pits now, you've worn out your welcome. If you decide to stick around, don't be surprised to see me delete "worthless shit" from you when posted on my forums, and pretty much ride your ass until you leave on your own..

that is all..

Subject: Titan's maps vs ACK's maps (split off)
Posted by [warranto](#) on Mon, 16 Feb 2004 19:45:16 GMT
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None taken, but I'd rather have the "favortism" avoided than the loser coming back here and saying that the other person only won because of his fan club. It would just be reduced to an unnecessary flame war, and the point trying to be made, whatever it is, however ridiculous it is, will have been lost.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Alkaline](#) on Mon, 16 Feb 2004 19:47:27 GMT
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Crimson

Why? He earned the right to do those maps. Not that I fear not being able to include those maps...

Ya cause he can't make anything good himself, all the maps that are any good were made for him and he adds trees and bushes some gay neon effects.... Every map he made on his own entirely is SHIT, always will be shit, always has been shit. You play shit? Play maps made by ack from scratch the shittiest maps for renegade. Don't give me that crap he has the right, he can't do shit on his own, and you backing up his crap saying his maps are good when in fact they aren't even really his, is a joke. You rules are truly fucked and you will do anything to support this physco so you shouldn't hold any retarded little competetion at all.

All the renalert maps are retarded, open spaces pieces of crap with gay bushes every where. 1 map is the same damn thing as every other map. Renalert is also a fluke and will die in a week or so, if it were so popular why do you only have 1 renalert server instead of 2 now? Blackcell's ctf is more popular than this pos and people don't have to download anything.

Anything he made on his own is exactly what Titan said, 2 bases facing each other with some random shit in the middle be it a bridge or a shit steam of water. Too bad ACK has no more WW maps to jack which is why he probably stopped making maps for Renegade because.

Regardless, this thread was intended for Titan to tell people about his new map and ACK has to barge and start his stupid shit, and the fag heads in charge here think it's OK because it's one of them who is being the bastard. God forbid if ACK posted a map release and Titan did the same thing, the thread would have been locked after the first post, or Titan's post deleted.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [U927](#) on Mon, 16 Feb 2004 20:10:00 GMT
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Alkaline All the RenAlert maps are retarded, open spaces pieces of crap with gay bushes every where. 1 map is the same damn thing as every other map. RenAlert is also a fluke and will die in a week or so, if it were so popular why do you only have 1 RenAlert server instead of 2 now? Blackcell's ctf is more popular than this pos and people don't have to download anything.

So says the mighty Alkaline! :rolleyes:

Hmm.. so RenAlert will die in a week or so? In case you haven't noticed, the RenAlert server, hosted by n00bstories, is nearly full 24/7, and the only time people leave is when DM_Isles comes up, since it is a deathmatch.

The reason there is now one server instead of two is because the second server (n00bsvr06) wasn't filling up as much as the first one, so Crimson temporarily shut it down.

You are attacking a whole mod team because you don't like one team member? That is the stupidest thing I have seen in a very long time. It's like me saying "LEIK OGM KRIMSUN IS A FAT WHROE ADN RENGARD IS GONNA SUX CUZ SHE IS TEH THE PR MANAGER!!!!11111"

Seriously, grow the fuck up and pick your fights better.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Mon, 16 Feb 2004 20:18:11 GMT
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Quote:Aircraftkiller, go play RenAlert, have fun, and enjoy life.. But you might as well move-on from The Pits now, you've worn out your welcome. If you decide to stick around, don't be surprised to see me delete "worthless shit" from you when posted on my forums, and pretty much ride your ass until you leave on your own..

That's great. Ban the account if you want to, went ahead and logged out, closed the page.

All that's left to ask of you is this: If you're so sick of it, why the hell are you even bothering to read it? If you don't want to read it, don't want to see it, yet put yourself through it, then I fail to see why you wanted to complain here.

And, as for riding my ass, how is that any different than what you've done for the past year? Whatever dude. Had fun while I was there.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Mon, 16 Feb 2004 20:22:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Aircraftkiller That's great. Ban the account if you want to, went ahead and logged out, closed the page.

All that's left to ask of you is this: If you're so sick of it, why the hell are you even bothering to read it? If you don't want to read it, don't want to see it, yet put yourself through it, then I fail to see why you wanted to complain here.

And, as for riding my ass, how is that any different than what you've done for the past year? Whatever dude. Had fun while I was there.

Ahh yes, the infamous "you don't have to read this shit" come-back..

And if everyone followed your wise words of wisdom, there would be no need for anyone like Titan to even post informative topics about their work. Because you would flame them, people wouldn't read them, and the information would never be disseminated as intended.. But what a surprise, that's your motive anyway.. Congratulations for attempting to turn your hatred for other map makers in to a philosophical argument that is no fault of your own. How about this.. YOU stay the fuck out of them, and then we won't have to read your shit either. How's that?

I come in here to support people like Titan to let everyone else in the community know that not everyone "respected" bows down to your bullshit ways. I might as well use my name for something good..

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Mon, 16 Feb 2004 20:28:49 GMT
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That's illogical, you post here about how you don't want to read it, then complain about me. I'm confident that people are able to make up their own minds about what they see.

If you don't like it, I still ask you why you're reading it. I don't like everything you post, nor do I like everything everyone else posts... I don't give them shit over it unless it's something attacking me. If I felt it my obligation to tell everyone about why I dislike reading their topics\posts, then what? Sort of pointless, isn't it?

Fact of the matter is that Crimson allows this, if she didn't want me to express my opinions on the forums, she would approach me and ask me to stop... Instead of giving me a lengthy review of my online persona and why she thinks that no one likes me or whatever else she could conjure up.

It doesn't matter if you want to attack me over this. It really doesn't. I've seen enough people who do the same thing, act like this is a life and death struggle, then try to fight some kind of holy war. Christ man, they're only opinions, and it's just a fucking online forum.

Is it really that hard for you to ignore what is written, or just not take it so seriously? I could understand if you were the focal point of all this, but you're not.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [maj.boredom](#) on Mon, 16 Feb 2004 20:49:18 GMT
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Umbral_DelaFlareYou are attacking a whole mod team because you don't like one team member? That is the stupidest thing I have seen in a very long time.

if they represent it poorly, i.e. poor customer relations, it reflects on the company as a whole.

plans for bigger and better things.

good way to stop some of the flaming, unless people live to/for flame. Thanks for the feature.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Mon, 16 Feb 2004 20:49:46 GMT
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AircraftkillerThat's illogical, you post here about how you don't want to read it, then complain about me. I'm confident that people are able to make up their own minds about what they see.

If you don't like it, I still ask you why you're reading it. I don't like everything you post, nor do I like everything everyone else posts... I don't give them shit over it unless it's something attacking me. If I felt it my obligation to tell everyone about why I dislike reading their topics\posts, then what? Sort of pointless, isn't it?

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do the same thing, act like this is a life and death struggle, then try to fight some kind of holy war. Christ man, they're only opinions, and it's just a fucking online forum.

Is it really that hard for you to ignore what is written, or just not take it so seriously? I could understand if you were the focal point of all this, but you're not.

It may only be opinion's...but when i post answer's to questions,then thats not ok?

This all reverts back to why I even bothered to re-post in my thread...it seems like that's all you do is post your opinion...but when others post anything that's not up to par by you...you delete it.

I didnt come back to say who's maps were better...but you throw your opinion around so much...I figured I'd add mine.

I'll contact Tidu via a PM and see if it was vertex solve that helped his issue with the alpha textures....I'd just post up a question if his problem had been solved but he may never get to see it :rolleyes:

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Mon, 16 Feb 2004 21:05:57 GMT
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Quote:It may only be opinion's...but when i post answer's to questions,then thats not ok?

Not when they're a few words that barely tell someone what to do. We've been over this before.

Quote:This all reverts back to why I even bothered to re-post in my thread...it seems like that's all you do is post your opinion...but when others post anything that's not up to par by you...you delete it.

There's a difference here. The General forum is for opinions and such. The mod forum is for opinions and help, not three word replies that don't help anyone.

Quote:I didnt come back to say who's maps were better...but you throw your opinion around so much...I figured I'd add mine.

I'm not complaining about that.

Quote:I'll contact Tidu via a PM and see if it was vertex solve that helped his issue with the alpha textures....I'd just post up a question if his problem had been solved but he may never get to see it

So?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Dante](#) on Mon, 16 Feb 2004 21:09:37 GMT

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See siggy....

Subject: Titan's maps vs ACK's maps (split off)
Posted by [K9Trooper](#) on Mon, 16 Feb 2004 21:11:55 GMT

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DanteSee siggy....

I agree. This is fucking bullshit.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Javaxcx](#) on Mon, 16 Feb 2004 21:15:20 GMT

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DanteSee siggy....

Because I understand that, does that make me a geek?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [PointlessAmbler](#) on Mon, 16 Feb 2004 21:15:20 GMT

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Remind me again how this went on so long without being locked for incessant flaming.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Mon, 16 Feb 2004 21:17:09 GMT

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K9TrooperDanteSee siggy....

I agree. This is fucking bullshit.

Then why, for fuck's sake, are you reading it?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [K9Trooper](#) on Mon, 16 Feb 2004 21:18:42 GMT

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If I could I would have slamed the door shut way before this turned in to a "General Alarm Fire"

Subject: Titan's maps vs ACK's maps (split off)
Posted by [K9Trooper](#) on Mon, 16 Feb 2004 21:19:38 GMT
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AircraftkillerK9TrooperDanteSee siggy....

I agree. This is fucking bullshit.

Then why, for fuck's sake, are you reading it?

Take your own fucking advice. You didn't need to "Troll" on Titans post just to post shit.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Mon, 16 Feb 2004 21:22:11 GMT
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Umm, my own advice was never "don't post opinions because you don't like someone," it was "don't post here if you don't want to read this."

So how the hell can I take my own advice if I'm already listening to it??

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Mon, 16 Feb 2004 21:22:56 GMT
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JavaxcxDanteSee siggy....

Because I understand that, does that make me a geek?

Because I actually went and found a Greek alphabet to reference, does that make me stupid? lol

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Javaxcx](#) on Mon, 16 Feb 2004 21:27:03 GMT
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I didn't.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Mon, 16 Feb 2004 21:27:45 GMT
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AlkalineCrimson

Why? He earned the right to do those maps. Not that I fear not being able to include those maps...

Ya cause he can't make anything good himself, all the maps that are any good were made for him and he adds trees and bushes some gay neon effects.... Every map he made on his own entirely is SHIT, always will be shit, always has been shit. You play shit? Play maps made by ack from scrath the shittest maps for renegade. Don't give me that crap he has the right, he can't do shit on his own, and you backing up his crap saying his maps are good when in fact they aren't even really his, is a joke. You rules are truly fucked and you will do anything to support this physco so you shouldn't hold any retarded little competetion at all.

You can't read. You just can't, can you? I said that I don't fear him not being able to use those maps. However, you don't care about that because you'd rather think that I am scared he would lose if he couldn't host the salvaged Westwood maps.

Quote:All the renalert maps are retarded, open spaces pieces of crap with gay bushes every where. 1 map is the same damn thing as every other map.

Yep, that's why my RA server is full most of the time.

Quote:Renalert is also a fluke and will die in a week or so, if it were so popular why do you only have 1 renalert server isted of 2 now?

A fluke? I assure you it's a real game. :rolleyes: I have 1 server because people weren't filling both. They never really did. It's scary to join an empty game on a non-official map because you don't know when anyone will join.

Quote:Blackcell's ctf is more popular than this pos and people don't have to download anything.

Wrong. This should read "Blackcell's ctf is more popular ... BECAUSE people don't have to download anything." -- The majority of the community doesn't download maps. It's a rule, and it sucks. I hope to fix that with RenGuard and make it easier for fans to get maps.

Quote:ANYthing he made on his own is exactly what titan said, 2 bases facing each other with some random shit in the middle be it a bridge or a shit steam of water.

Opinions are like assholes. Everyone has one.

Quote:Too bad ack has no more ww maps to jack which is why he probably stoped making maps for renegade because.

Interesting, considering he's released several maps after he finished the salvaged Westwood maps.

Quote:Regardless, this thread was intended for titan to tell people about his new map and ACK has to barge and start his stupid shit,

I agree the post went off-topic, but really if we hadn't had this discussion, the thread would be on

the 4th page by now, so at least Titan's map is getting more publicity.

Quote:God forbid if ACK posted a map release and Titan did the same thing, the thread would have been locked after the first post, or Titan's post deleted.

No, that's not the case. You see, you haven't been here for long. Unlike most other forums, I very rarely discourage the free flow of ideas. I censor nothing and allow just about any thread to stick around, even if it's insulting me. But since you're a n00b here you wouldn't really know that. Just count the locked topics on here. You won't find many. The only ones we ever really lock are spam threads like the one where people were quoting each other over and over.

The bottom line is, you need to have proof for your statements. I am offering proof in the way of a competition. You are spouting your opinions and disputing the results before its even begun, which is what I know you will do afterwards as well.

Let me state this again, if I host this competition, it will not in any way detract from the current n00bstories servers. I have sufficient bandwidth, CPU power, and RAM to host these servers without affecting or taking down my current servers.

Now, here is what I will no longer tolerate. One more word like this and you're banned. NOT for disagreeing with me, but for disrespecting me. I can handle someone disagreeing with me, but the insults are not necessary or valuable to this conversation.

"truly fucked"
"retaraded"
"fag heads"
"the bastard"

As for anyone else who doesn't like the thread -- don't read it. Actually, I will split the thread and move this discussion to the Hot Issues forum.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Mon, 16 Feb 2004 21:28:08 GMT
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AircraftkillerUmm, my own advice was never "don't post opinions because you don't like someone," it was "don't post here if you don't want to read this."

So how the hell can I take my own advice if I'm already listening to it??

aren't circular arguments wonderful? you simply can't lose.. weeeee!

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Mon, 16 Feb 2004 21:29:11 GMT
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Javaxcxl didn't.

But I did!

I wanted to know what the hell it said!

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Javaxcx](#) on Mon, 16 Feb 2004 21:32:02 GMT
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msgtpainJavaxcxl didn't.

But I did!

I wanted to know what the hell it said!

!!!!!!!1111111

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Weirdo](#) on Mon, 16 Feb 2004 21:33:13 GMT
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ACK we all know that you think all of Titan's map suck.

My question now is, what's your goal with constantly reminding us of your opinion.

I can understand why people return your own advise.

For me personal it looks like your goal in this, is to stop titan from posting anymore news about his new maps, or to just stop him from posting about maps.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Slash0x](#) on Mon, 16 Feb 2004 21:33:31 GMT
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How original...ACK is at it again!

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Mon, 16 Feb 2004 21:33:54 GMT
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Javaxcx

!!!!!!1111111

I don't know Greek.. so sue me That E is greek Epsilon, it also auto sums all selected cells in Excel.. who would have known it was an S?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [K9Trooper](#) on Mon, 16 Feb 2004 21:34:26 GMT
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Jon, you know exactly what is going to happen when you post shit like that. This could have all been avoided if you would leave his topics alone... But you can't. Every time he posts about a map you are one of the first 5 people to reply and most of the time you are the first to say something negative. Instead of all your negative crap why don't you offer real help? Not this "It sucks" crap.

As well as I have every right to read what I want. I fought for that right. You claim that you have a right to put your opinion here... So do I, and "This is f***ing BS" is my opinion on the route this topic ended up.

P.S. Sorry Crimson for my language.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Javacx](#) on Mon, 16 Feb 2004 21:36:54 GMT
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msgtpainJavacx
!!!!!!1111111

I don't know Greek.. so sue me That E is greek Epsilon, it also auto sums all selected cells in Excel.. who would have known it was an S?

Well, Dante's saying is 'shutup and mod", so I just put 2 and 2 together

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Mon, 16 Feb 2004 22:22:08 GMT
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K9TrooperJon, you know exactly what is going to happen when you post shit like that. This could have all been avoided if you would leave his topics alone... But you can't. Every time he posts about a map you are one of the first 5 people to reply and most of the time you are the first to say something negative. Instead of all your negative crap why don't you offer real help? Not this "It sucks" crap.

As well as I have every right to read what I want. I fought for that right. You claim that you have a

right to put your opinion here... So do I, and "This is f***ing BS" is my opinion on the route this topic ended up.

P.S. Sorry Crimson for my language.

Here's a better idea, why don't you help him instead? I don't have to help anyone, just because I don't like them and want to talk shit about their work.

As I've said before, if he made something good, I'd say so. But that's the problem, he hasn't, and he demands people kiss his ass.

If you want to read what you want, I still don't get why you're complaining about reading about it. That's the same reasoning behind saying "I should sue MacDonalds because I spilled their coffee on my crotch."

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Javafx](#) on Mon, 16 Feb 2004 22:28:37 GMT
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McDonald's foolio!

Subject: Titan's maps vs ACK's maps (split off)
Posted by [PiMuRho](#) on Mon, 16 Feb 2004 22:44:44 GMT
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Aircraftkiller he demands people kiss his ass.

Examples?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Hellweed](#) on Mon, 16 Feb 2004 23:25:26 GMT
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This should have been called: Titan's maps vs ACK's mouth.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Mon, 16 Feb 2004 23:54:04 GMT
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And Hellweed's usual ignorant statements...

Pi: I don't have any examples on hand. They're mostly personal conversations I had with him that I never saved.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Alkaline](#) on Tue, 17 Feb 2004 00:14:47 GMT
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so anyway ack, you wanna go head to head against titan? Your original maps vs his? We will see who wins :rolleyes:

Don't make some b.s. excuse like you dont' care because you damn well know you care much otherwise you wouldn't tell people what the heck to do and how stupid there maps are.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Gernader8](#) on Tue, 17 Feb 2004 00:41:10 GMT
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Wait....are you being sarcastic that of course Ack's maps would win or are you actually serious?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 00:44:57 GMT
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I don't care because this has been done before, and everything I've made has always come out on top.

Like the RA server, at the moment, which happens to be quite full...

Subject: Titan's maps vs ACK's maps (split off)
Posted by [MrBob](#) on Tue, 17 Feb 2004 00:47:50 GMT
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Let's settle this once and for all, I shall now announce Three Mapping Challenges!

We shall have two contestants, Aircraftkiller and Titan. Each of them shall make the following maps:

1. One MIX map of a urban/suburban setting with a lake or a river.
Deadline: February 22

2. One PKG team deathmatch map of a C&C-style building. There must be at least 3 levels.

Deadline: February 30

3. One PKG map of a mountain-style hills and fields, There must be air vehicles, and plenty of detail.

Deadline: March 5th

All maps can be started and/or completed at any time. Do not post or distribute your map before the deadline. Do NOT post screenshots, or any other medium to show the details of your map. It will not be said whos' map is whoms'.

Voters will decide what is the best map of each category. There will also be more advanced details as where to see who is better in a specific field.

Sound fair? Maybe this way you'll be productive while arguing.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 00:58:25 GMT
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How about not... You do it, instead.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [SuperFlyingEngi](#) on Tue, 17 Feb 2004 01:02:05 GMT
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While kind of a silly idea, his contest would settle arguments, although those look like near impossible deadlines.

But why would MrBob enter himself in a mapping contest? He's not currently involved in a flame war with you or Titan about mapping.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [OrcaPilot26](#) on Tue, 17 Feb 2004 01:11:10 GMT
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You know what would really work, If ACK released a map, but used a different name. Titan would say:

Quote:This is way better than one of ACK's sh*tty maps

Then ACK would say:

Quote:I did make it you moron, well this exposes the truth, you cant tell sh*t work from good work any more than you can tell your head from your *ss, no wonder your maps suck so much

Would he ever actually do it though?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [MrBob](#) on Tue, 17 Feb 2004 01:11:40 GMT
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I knew it was a sillyidea, but... those deadlines shoudln't be impossible if you're posting a reply here every five minutes. It's also less silly than Aircraftkiller and Titan acting like a children, yes?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 01:11:53 GMT
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Probably not, no.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [SuperFlyingEngi](#) on Tue, 17 Feb 2004 01:14:19 GMT
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Here's a crazy idea:

I'm sure this is WAAAAAY too far-fetched to work, but I feel obligated to post it anyway:

ACK and Titan could just stop dissing each other and get over it.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [OrcaPilot26](#) on Tue, 17 Feb 2004 01:30:12 GMT
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Yeah, seriously, ACK's arguing with Titan and he's not even arguing back, now he's arguing with the rest of the community about his argument with Titan, If he's trying to accomplish something I just don't see it.

Say, this is quite entertaining

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 02:10:46 GMT
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Accomplish anything? Sometimes, my dear boy, you can argue just for the sake of it.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Tue, 17 Feb 2004 02:23:56 GMT
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Look, here's my concern. It's obvious to me that Titan is not yet a stellar map maker, but he's showing phenomenal improvement and every map I see from him gets better and better. He has the potential to be a great map maker. But if all these anti-ACK folks praise Titan just to spite ACK, he's not going to be motivated to improve. Having a competition to show whose maps are more played and more playable will show these anti-ACK people that all their drivel isn't swaying the community as a whole.

Above and beyond anything, all I ever want is the best maps made for the global effort to keep people playing the game. To keep it fun, to keep you coming back for more.

For the record, I do not in fact agree with the opinion that creative license shouldn't be exercised. Teleporters have their purpose, low gravity has its purpose. But as with anything not commonly-used, it will take trials and definitely errors before the most effective, engaging, and interesting usage is ascertained.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [--oo00o00oo--](#) on Tue, 17 Feb 2004 02:38:12 GMT
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CrimsonBut if all these anti-ACK folks praise Titan just to spite ACK, he's not going to be motivated to improve. Having a competition to show whose maps are more played and more playable will show these anti-ACK people that all their drivel isn't swaying the community as a whole.

Why in the hell do some of you keep saying we "praise" and "kiss his ass"? I highly doubt any of us go to sleep at night wishing the next day we can be like him.

You want Titan to improve? How about instead of just saying "its crap, you suck, these are not the droids you are looking for". People say "its crap because of this..., its sucks but maybe if you change this....., he will improve just that much faster and better. I think this is the main idea most people are trying to get at.

I think some maybe be confused. This is not a contest, this is a community. There is a difference between criticism and constructive criticism.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 03:24:22 GMT
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You really think that? I went through the "omg everything you make sucks" crap for the entire time I've been in this community, getting on four years now.

For every constructive comment, there's 30 more that say it sucks. So what? Use the comments to your advantage instead of whining like a little bitch.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Alkaline](#) on Tue, 17 Feb 2004 03:30:48 GMT
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ack's original maps would loose big time.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [SuperFlyingEngi](#) on Tue, 17 Feb 2004 04:04:35 GMT
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Do you really have to try and start a flame war?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Hellweed](#) on Tue, 17 Feb 2004 04:07:03 GMT
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CrimsonI think some maybe be confused. This is not a contest, this is a community. There is a difference between criticim and constructive criticism.

This is about of the sanest thing said in this thread, next to the Shut up and Mod, of course. I understand why you don't listen to some of us, but why you don't listen to your peers is beyond me. They are sticking with you; maybe you should head their words.

Remember, it's Accurate, not Ignorant.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 04:21:37 GMT
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I beg to differ, "you're ignorant, not accurate."

Whether or not I give constructive criticism has nothing to do with this... If I want to help someone, I will. If you think it's okay to harp on me about not doing what *you* think *I* should do, then I suggest you start learning how to give helpful advice to others when they ask you about it... Try explaining how to do level design to the 15 people who ask me daily about it.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Battousai](#) on Tue, 17 Feb 2004 05:29:32 GMT

Both mapmakers are good. Just play the maps you want to play... this is just like those old sega vs nintendo arguments... who cares download them both, they're free and don't take up significant space anyway.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Tue, 17 Feb 2004 06:32:51 GMT
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Crimson

But if all these anti-ACK folks praise Titan just to spite ACK, he's not going to be motivated to improve. Having a competition to show whose maps are more played and more playable will show these anti-ACK people that all their drivel isn't swaying the community as a whole.

I'm not arguing with you Crimmy, just clarifying..

1. I do not praise Titan, I simply feel compelled to stand up for him when he is being wrongfully pounded in to the dirt out of pure hatred, and nothing more. I would even be willing to bet that Aircraftkiller did not even download, let alone "try" the map before proclaiming "That's nice... It still sucks, though."
2. Titan definitely is NOT going to be motivated to improve if we all stand idly by and allow the above mentioned hatred to go completely unchallenged. It is uncalled for, no-productive, and not even factual.
3. I don't believe you need to have a competition to determine who's maps are more played.. just look at WOL statistics or something. A competition is going to do nothing except force dozens more people to take sides, and the flame wars will simply get hotter.

maps suck, titan rules!" I'm just voicing my (hopefully still respected) opinion that I think aircraftkiller's blatant hatred and completely biased opinions against Titan's maps should hold absolutely no weight at all. And, that quiet forum dwellers can feel comfortable with coming out of the closet and telling him to shut the fuck up right along side of me, rather than sit quietly in the background because they don't want to be ostracized for expressing their opinion.

The bottom line is, this is not a matter of expressing opinions, exercising free speech, "the irony of telling someone to STFU in a post" (come on ack, I know you want to say that, don't you..) The point is that this is "supposed" to be the OFFICIAL forums for Command & Conquer Renegade, and it is SUPPOSED to be centered around keeping the community alive. Wouldn't it be more appropriate to request that Ack acquire a blow up doll that he can smash his fist in to every time he thinks about Titan, rather than allowing him to represent this community in an official capacity with such glaring hatred and biased against members that are simply trying to help keep the game alive also?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [maj.boredom](#) on Tue, 17 Feb 2004 13:34:22 GMT
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Another accurate post.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [KIRBY098](#) on Tue, 17 Feb 2004 14:25:36 GMT
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YAWWWWWWWWWWWWWWWWWN!

Man does this get old after about 2 minutes of reading.

I fail to understand how after years of the same rhetoric, and "opinions", why do you people still care what his opinions are? It's really as simple as clicking the "ignore" button.

Quite frankly, if you like Titan's maps, tell him so, and encourage them. Foster some new growth in a mapping, and modding community that is at a standstill.

I totally refute the notion that Ack has the market cornered on Renegade because of intellectual superiority. He's got it cornered because he has convinced you that you shouldn't even try. Don't buy into ANYONE ever telling you can't do something.

People only have the power YOU give them.

IE: If you have the will power to aspire to map greatness, and ignore inflammatory comments from a socially underdeveloped youth, you will go far.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Tue, 17 Feb 2004 14:44:45 GMT
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Crimson But if all these anti-ACK folks praise Titan just to spite ACK, he's not going to be motivated to improve.

How the hell do you know what motivates me?

See the Readme for High Noon 2as it states "thanks to Aircraftkiller for the inspiration"

not thats the only thing that motivates me...theres many factors on which I like to improve my

maps...for one, Im still learning the ren-x tools and finding new ways to do things at a faster rate.

and I think the using of the word "praise" is a little overboard...because people say nice job keep it up??

and ACK always claims I want people to kiss my ass??

Seems like he interputs it like that becuase someone else's maps are enjoyed by players in this community.

If everyone including ack or if noone in the entire community enjoyed my maps ..It wouldn't make a difference, I'm still going to try and create the map to the best of my abilites.

all in all...my maps that have been created as of the past 3 months have great gameplay and look nice....This is my opinion by playing them in a couple of servers and seeing that gameplay matches those of WW maps and actually High noon 2 surpasses that gameplay by involving every aspect of this game.

KOTH was a new type of gameplay...That i wanted to see how it fairs with the community.

It's not going to be liked by the people who mainly use tanks...it's a one shot kill type map...where people who think they are good with a ramjet can go out and prove how good they are with there havoc's and sakura's.

I would like to thank all of those who have put in there input on how to improve my maps to be more enjoyable...this spans from server owners to the players themselves...Thank you!

Subject: Titan's maps vs ACK's maps (split off)
Posted by [sniper12345](#) on Tue, 17 Feb 2004 14:48:12 GMT
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ACK, do you honestly think that continous flaming will change our opinions about Titan? It certainly changes opinions about you though...

We know the cause and we understand it, but is there any result you expect from flaming Titan's maps?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [KIRBY098](#) on Tue, 17 Feb 2004 15:15:26 GMT
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But don't you see, that it isn't merely an " ACK is wrong " thing.

The greatest tragedy of all of his hatred, has been the death of a modding community. This game will never reach the diversity of maps good or bad that it could have, because people were too

afraid to try. All those ideas are crushed, and those people have moved on to other mod communities that were more supportive.

Renegade's mod community is an anomaly. It is the least supportive, hypocritical, obsessive-compulsive I have ever seen in the games I have ever played. All because one person excelled, and won the approval of a programmer at a now defunct company. With that stamp of worthless approval, he buffaloed every independent map maker into giving up on their potential dreams, which could have been very cool to play. I personally don't care if there is one spot on a map where I fall into blue hell. I don't care if there are VIS glitches. I don't care if the layout is less than perfect. I don't care how balanced it is. What I do care about is not having to play the same old ACK style, WW approved, BORING maps over and over. I expect perfection when WW released a map. NOT when an apprentice map maker releases version one of a work in progress.

How many revisions have we seen to the, as yet unfinished, RENALERT? This is where I lose all respect, and where you lose all credibility. Being critical is one thing. Being hypo-critical is inexcusable. When they screw up, it's "REBORN SUCKS" time. When you screw up, it's "JUST DELETE, AND DOWNLOAD VERSION 1.2".

Lack of variety, and perfectionism is what killed this game in the end. That, and Aircraftkiller. Now that it's dead, maybe he can change his name to Ren-killer.

High ideals are no excuse for your personal crusade to destroy the mod community, and appoint yourself as the next WW inductee. I can just imagine what you thought when WW went south. No one to impress, and no future at WW.

All the RENGARDS, DEAD SIX, N00BSTORIES, RENEVO'S, RENALERTS and RENFORUMS are great. But with no variety of maps other than yours to play, what is the point? Everyone could have contributed to this game. Not just the self appointed elitists.

Instead we have a stagnant, non-evolving, abandoned, unfinished and uncommitted remnant.

Congratulations. You are the self proclaimed king of a dead realm.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 15:56:53 GMT

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I like this, for some reason. It reminds me of that Tool song, Schism.

Quote:

I know the pieces fit
'Cause I watched them tumble down
No fault, none to blame
It doesn't mean I don't desire to

Point the finger, blame the other

It's a relatively simple thing to blame me, or anyone else, for the failures of others... When you would help out in the same kind of attacks you're writing about.

Now what is wrong with this picture?

Did you come to your senses and realize that freely giving your opinion, in spite of what others think, is a part of what this forum is made for? Or did you think that telling people what you think is somehow going to stop people from working on this game?

Furthermore, while you blame me for all of this, why didn't you or anyone else do anything to help the game? Why didn't you take your own time to learn and work on it? Or were you too busy doing something else?

As for Renegade Alert... What the hell are you even talking about? It was never, at any point, version 1.2. It hasn't even gotten out of the beta testing stages for the public. We've been testing it for about nine months, with the public... It's been plastered everywhere you can download it, there's even a forum dedicated to the support of it.

Had you paid attention here, you'd notice that our major complaint with Reborn is this:

1. We, as a team, had supported Reborn for a period of time in which they shrugged off our offers to help. They shit all over us and went on their merry way, deleting bug reports we had submitted from owning the *private* beta test files.
2. They didn't fix any of the problems we had identified. Not once. Instead, they threw minor band-aids over them and made more problems.
3. It took them longer to get a public beta test out than it did for us to get ours out with three additional patches to the 0.992 version.

As for the rest of what you wrote, it can be summed up by replying to this:

Quote:I expect perfection when WW released a map. NOT when an apprentice map maker releases version one of a work in progress.

Actually, this is where I'll come out and attack you for the first time in a very long while. People with your mentality is what is wrong with this community. Not "expression of opinions" or "flaming" people, you realize EVERY COMMUNITY has that? What the fuck dude, is Renegade the only game you've ever played? Go to CS forums, you think everyone is happy there? What about Unreal, or Quake? Yeah, they're all bending over backwards to help everyone... Give me a fucking break.

It's your mentality of "since this is free, I expect it to be perfect, and I don't think I should have to do anything. So if it fails, I'm going to whine about it on the forums."

Here's what I think... If you don't like it, why the hell didn't you do anything to help? All you've done

is write some replies on a forum. No, Renegade isn't dead. But I'm happy it's making people like you want to leave.

Only the people willing to do anything will remain... And I doubt you're going to pick up 3D Studio and spend a few months learning how to create things for this game, just to spite me... Nah, that'd mean you'd have to do something instead of write words on a forum.

:rolleyes:

Quote:ACK, do you honestly think that continous flaming will change our opinions about Titan? It certainly changes opinions about you though...

So? You think that really matters to me? This is the Internet, and unless I speak with you often or consider you a friend, I couldn't give a rat's ass about what you think of me... "omg you're a big bad man online, you write text to people"

Like I'm not going to get to sleep tonight because these incredibly hurtful statements are weighing down on my conscience...

Quote:all in all...my maps that have been created as of the past 3 months have great gameplay and look nice....This is my opinion by playing them in a couple of servers and seeing that gameplay matches those of WW maps and actually High noon 2 surpasses that gameplay by involving every aspect of this game.

In what way? If you really think that Renegade's gameplay, mostly camping and getting a bunch of points, is hard to surpass or something... hoo boy, where to start here...

Quote:I totally refute the notion that Ack has the market cornered on Renegade because of intellectual superiority. He's got it cornered because he has convinced you that you shouldn't even try. Don't buy into ANYONE ever telling you can't do something.

And you were a big part of this "convincing" garbage. I remember quite a few of your posts that were remarkably similar to mine.

Quote:4. I'm honestly not trying to sway the community with my drivel; at least not in the context of "ack?s maps suck, titan rules!" I'm just voicing my (hopefully still respected) opinion that I think aircraftkiller's blatant hatred and completely biased opinions against Titan's maps should hold absolutely no weight at all. And, that quiet forum dwellers can feel comfortable with coming out of the closet and telling him to shut the fuck up right along side of me, rather than sit quietly in the background because they don't want to be ostracized for expressing their opinion.

This makes me ask you "Why do your opinions hold any sway, when they're all complaints or self-proclaimed drivel?" Honestly, feel free to keep doing this. Say "shut the fuck up" and such all you want, I've got no problem with that. I still won't, though... So it's pointless.

Quote:The bottom line is, this is not a matter of expressing opinions, exercising free speech, "the irony of telling someone to STFU in a post" (come on ack, I know you want to say that, don't you..) The point is that this is "supposed" to be the OFFICIAL forums for Command & Conquer

Renegade, and it is SUPPOSED to be centered around keeping the community alive. Wouldn't it be more appropriate to request that Ack acquire a blow up doll that he can smash his fist in to every time he thinks about Titan, rather than allowing him to represent this community in an official capacity with such glaring hatred and biased against members that are simply trying to help keep the game alive also?

I don't know, would it be? Crimson's said, before, that she won't censor people because you don't like what's written. It's only censored when it's a major personal attack.

I honestly can't see why you can take up any side on this. You have nothing to do with it and you're not causing me to change my mind.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [KIRBY098](#) on Tue, 17 Feb 2004 16:14:01 GMT
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As far as you trying to show inconsistencies in my character: Keep trying.

I supported you when you were being unnecessarily attacked over quality of your work. I still think you do fine work, and will still defend against unwarranted quality attacks.

And what have I done?

Nothing.

I suppose I could have been a programmer. A mapper. A modder.

Instead, I am a father. I don't have 8 hours a day of free time. I can, however hold a teenager who thinks he knows how the world works, accountable. If you want your argument to hold water, try being a father, and I will give 3D studio 3 months. We will see what is more difficult. :rolleyes:

A dual standard will get you nowhere. Take that advice from a father.

It's your mentality of "since this is free, I expect it to be perfect, and I don't think I should have to do anything. So if it fails, I'm going to whine about it on the forums."

Ok, that was amusing. Did you even read what I wrote? I don't expect perfection. I stated quite the contrary. WW should have been. Not the map makers.

Anyways.

Renegade is dead. Show me how the shell we have left is even slightly comparable to what it used to be like? Denial is not just a river in Egypt, kid. Saying it aint so, doesn't mean it isn't.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 16:19:18 GMT
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Every game dies. What matters is that someone stops bitching to actually do something about it. And you're not... This was my point.

You can complain all you want, but that is not going to make this game "live" any longer. Only doing something for it will.

You weren't just defending against attacks, you actively participated in them.

Since you're a father, and you're not willing to do anything to save this game, then why are you bothering to complain? Just move on and save your typing.

Of course, if you actually want to learn to do stuff, I'll take my own time and teach you how to do it. That is, if you're up for it.

One last thing: There are a lot of reasons why Renegade has fewer players (Far from dead, I assure you.). This includes:

- A. Other games.
 - B. Repetitive gameplay based around "snipers" getting huge loads of points on vehicles.
 - C. Whiners.
 - D. Lack of EA support.
-

Subject: Titan's maps vs ACK's maps (split off)
Posted by [KIRBY098](#) on Tue, 17 Feb 2004 16:27:57 GMT
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Aircraftkiller You weren't just defending against attacks, you actively participated in them.

Since you're a father, and you're not willing to do anything to save this game, then why are you bothering to complain? Just move on and save your typing.

Of course, if you actually want to learn to do stuff, I'll take my own time and teach you how to do it. That is, if you're up for it.

1. Reread. I defend quality of work, not your temper tantrums, and circular logic. Unlike the others you argue with, i am not easily derailed from the topic by attacks on my character.
 2. Because, like you, I like this game. I feel you are the single greatest threat to it's continuance in reagards to creative efforts for it's survival.
 3. Reread. I have zero free time to engage in the study of 3D studio. Due to being the head of a family. I am trying to raise my children to not disrespect people, and find value in others ideas, and efforts.
-
-

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 16:51:50 GMT
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Quote:2. Because, like you, I like this game. I feel you are the single greatest threat to it's continuance in reagrads to creative efforts for it's survival.

Right, and you'll post about being derailed on personal attacks while writing this.

There's absolutely no point to discussing this with you anymore. You've got it dead set in your mind that I'm the sole cause of Renegade's death, regardless of whatever anyone else says.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [KIRBY098](#) on Tue, 17 Feb 2004 17:14:15 GMT
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Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 18:29:55 GMT
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To be fair, though, I don't attack everyone. I only attack certain people.

I'll give you a brief overview of the history between Titan and I. Originally, he came around, demanding that I help him. When I refused, because I don't let little bastards boss me around, he decided to start talking shit.

"oh no, youre destroying teh community"

Same shit I'm seeing here. I don't give a damn who you think I am or what you think I know, people are easily capable of doing exactly what I did, endure criticism and read tutorials, plus experiment... And keep working.

If I had Titan's attitude towards this game, I'd have stopped over a year ago, because of all the negative criticism I receive. It doesn't bother me though, because I enjoy arguing with people as a means of short entertainment.

What people don't understand is that ALL criticism is constructive. One doesn't need "well it all looks great and blah blah" to fix problems and learn. If that were true, then you'd have a lot of people who were great at working on game levels or whatever else... But you don't see that, because it's not the criticism that's causing the game to die, it's the people who aren't willing to work, or follow through on what they've started.

As you once said, empty promises and shit like that. Some just don't honestly understand how hard it is to do anything for a game until they finally get so frustrated that they quit. No amount of

positive criticism will help if they're so upset over it fucking up that they just quit and go away.

I help people out on a regular basis. Which is more than any of you harping about wanting me to help can say. What is it that YOU do? Whine about me on the forum? Yeah, that's real constructive.

When I know someone isn't going to give up, I help them out. I hate wasting my time. I haven't got enough of it to waste trying to teach someone for hours, only to find out that tomorrow they changed their minds.

Like this one guy who e-mailed me, asking for help. He wanted me to give him one of my levels to learn from, along with advice, so I gave him both.

Next three days, what happens? I get an e-mail saying he quit Renegade. Most of you don't even know who he is. I didn't until that first mail he sent.

I don't like Titan, I'm not going to help him unless he stops making everything like he hasn't paid any attention to tutorials, except on how to use mesh smoothing to create excessive polygons...

That shows me he's a waste of time to even consider helping. And you know why I don't like him? When someone demands something from me, telling me I have to do it or they'll "get mean" with me, I say "Fuck you asshole" and harass them.

Which does bring it into the public... Except that's where it all originated. If he didn't want me berating his work, he should have shut the fuck up and left me alone.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [KIRBY098](#) on Tue, 17 Feb 2004 18:46:41 GMT

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AircraftkillerI help people out on a regular basis. Which is more than any of you harping about wanting me to help can say. What is it that YOU do? Whine about me on the forum? Yeah, that's real constructive.

I thought we covered this material. Are you ignoring prior postings on purpose, or do I really need to rehash this again? Try to keep up.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 19:48:13 GMT

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Ignoring prior postings, while ignoring the content of the above post? C'mon now, old man.

You should really talk to me via instant messaging. This forum shit isn't cutting it.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Tue, 17 Feb 2004 21:54:20 GMT
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Titan1x77Crimson But if all these anti-ACK folks praise Titan just to spite ACK, he's not going to be motivated to improve.

How the hell do you know what motivates me?

You know, it's this sort of attitude towards someone who's trying to HELP YOU that makes me start to understand why ACK dislikes you.

Titan1x77See the Readme for High Noon 2as it states "thanks to Aircraftkiller for the inspiration"

I'm not arguing that you often do things like this to appear the "bigger man".

Titan1x77not thats the only thing that motivates me...theres many factors on which I like to improve my maps...for one, Im still learning the ren-x tools and finding new ways to do things at a faster rate.

I expect nothing less and I already said you are making huge improvements with each new map.

Titan1x77and I think the using of the word "praise" is a little overboard...because people say nice job keep it up??

I think you misinterpreted my usage of the word "praise". I didn't mean in a worshipping sense.

Titan1x77Seems like he interputs it like that becuase someone else's maps are enjoyed by players in this community.

If that's true, that's not your problem or mine or the community's.

Titan1x77If everyone including ack or if noone in the entire community enjoyed my maps ..It wouldn't make a difference, I'm still going to try and create the map to the best of my abilites.

ACK says the same thing...

Titan1x77all in all...my maps that have been created as of the past 3 months have great gameplay and look nice....This is my opinion by playing them in a couple of servers and seeing that gameplay matches those of WW maps and actually High noon 2 surpasses that gameplay by involving every aspect of this game.

As I said before, playing around with all the engine offers is a great thing and shouldn't be dissuaded.

KIRBY098All the RENGAURDS, DEAD SIX,N00BSTORIES, RENEVO'S, RENALERTS and RENFORUMS are great. But with no variety of maps other than yours to play, what is the point? Everyone could have contributed to this game. Not just the self appointed elitists.

Instead we have a stagnant, non-evolving, abandoned, unfinished and uncommitted remnant.

Congratulations. You are the self proclaimed king of a dead realm.

This is very wrong. ACK is not involved in RenGuard, Dead 6, n00bstories (except in a very small and limited capacity), or RenEvo. He's obviously the main mapper for RenAlert and he helps to moderate the mod forums in RenForums while I run the bulk of them. Dante is mapping the Dead 6 expansion (to the best of my knowledge). I think you overestimate ACK's overall participation in the community. He may be the loudest, but he's not the only one working on stuff and he's not the one calling all the shots. His opinions of course are valued by many of these organizations of people and he often knows what people are doing, but that's about it.

So please don't belittle the work of our organizations just because we happen to be friends with ACK.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Tue, 17 Feb 2004 22:16:00 GMT
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It doesnt seem to matter...you obviously dont like me anyways

My posts have been deleted from the mod forum for no significant reason,yet your ok with that.

So how are you trying to HELP ME?

So why the blatant disregard to the deleting of my posts?

Ive sent you 2 PM's yet only recieved one back from you stating my answer wasn't up to par...theres many other posts that aren't even helpful in that section.

appear to be the bigger man?...Maybe it's just the truth

I'd like to apoligize if I came off as being a little harsh to your post...but Im just replying to what you mentioned as me not being motivated and felt that you don't quite understand me.....When some people come in and just insult ACK and say Titans maps are better...I'd like to speak for myself...half the time these people are just there in spite of Flaming him..which is obvious to me and you.

Im here to have fun...and when im mistreated...I would like to contact an admin and expect to be treated as an equal to every other member here..when the truth is "Ack doesnt like you" "so you have to make your post's a bit more meaningful, in order for him not to delete them"

EDIT: Im fine with not posting or replying there anymore...Ive tried to talk with you on this for sometime now and I understand theres nothing you can do about it...ACK will be ACK

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Tue, 17 Feb 2004 22:23:56 GMT
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Quote:"so you have to make your post's a bit more meaningful, in order for him not to delete them, which is the standard for everyone else in the mod forum."

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Tue, 17 Feb 2004 22:25:09 GMT
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I don't like you?? Since when? I am defending your work and when I run a fanmap server your work will be represented so long as it's played.

I'm working with ACK on a compromise.

Also, I would never claim to understand you. I was making a generalization.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Tue, 17 Feb 2004 22:46:02 GMT
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Crimson
I'm working with ACK on a compromise.

Would that be compromise 6.0? or are we only on 5.8...

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Tue, 17 Feb 2004 23:10:57 GMT
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Please don't claim to understand the details of our arrangements. I have already told him that I really really don't appreciate people's dislike of ACK being projected onto my projects and these forums where it doesn't belong and we're working on fixing that.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Tue, 17 Feb 2004 23:30:47 GMT
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Crimson

Please don't claim to understand the details of our arrangements. I have already told him that I really really don't appreciate people's dislike of ACK being projected onto my projects and these forums where it doesn't belong and we're working on fixing that.

I'm sorry that you are now upset crimson, but my feelings are no different. I've reached my limit on "compromises," and hearing that you're working on another one is not one bit consoling or reassuring.

I honestly don't want to burn any bridges here, which I feel that I'm already starting to do.. But to be honest, as long as he remains in any position of power or authority protected by your friendship, my faith and trust will continue to dwindle.

Every community needs a few jokers, a few idiots, and a few mysterious personalities; but they can all do without arrogant pricks who feel that they are above the law.

When you publicly denounce his deleting of posts for personal reasons, publicly demand that he follow stricter guidelines in the way he responds to other community members, and he publicly apologizes for the way he has acted in the recent past, the foundation will be created and we can begin again. Sadly though, he is proud of the way he acts, has absolutely no remorse, and has given no one any reason to believe that he will do anything differently; in fact he has stated outright that he will not. You have admin permissions on my forums.. Have you bothered to read what everyone there thinks also? This isn't something new, or something specific to your forums.

You may believe that a private conversation between you and him will suffice, but we've all been here before.. Way too many times.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Tue, 17 Feb 2004 23:48:30 GMT
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Let me get this clear.

- 1) I do NOT appreciate him deleting posts. I have told him a few times to move them to the Silo but he doesn't. The fact that he deletes the posts so I can't see what was removed shows that he knows damn well I won't like what he did if he's trying to hide it.
- 2) You're not going to burn a bridge with me by stating your opinions. Lord knows I do that when I feel it's necessary. I very nearly lost a friend over it but that's a story for another day.

I have successfully cleaned up the moderation of my servers. It's amazing that this task is proving to be more difficult, but one way or another I will succeed. I don't give up on anything or anyone, ever.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Wed, 18 Feb 2004 00:11:21 GMT
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Quote: Sadly though, he is proud of the way he acts, has absolutely no remorse, and has given no one any reason to believe that he will do anything differently; in fact he has stated outright that he will not.

I refuse to bow down to people who cannot take opinions; the same opinions they dole out liberally (e.g., you dedicating yourself to bashing me, trying to see if I'll "feel bad" and give in, sorry but that does not work with me.) in public and private.

I'd be a bit more remorseful if I knew I wasn't going to have to read a ten page long tirade from you and a lot of others about "you did this or that, but we did it too, and you're wrong because of it."

The only things I am sorry for is that you decided to get involved in my affairs with people who have nothing to do with you, your forums, or your server. In addition, the fact that you getting involved between myself and Titan means that you're making my "online life" a bit more difficult by trying to force me into choosing between your blessing and bashing someone I can't stand.

I don't like having to choose between a former friend and an attention whore. If you hadn't been so adamant in trying to attack me, trying to get me to do what you want, instead of just approaching me and asking that I do something for you that would make you happier, you realize none of this would be a problem?

When you bite me, I bite back, unless I really care enough about you. And guess what, I did at one point, and I am still lax to write any sort of mean-spirited reply towards you.

So I guess what it comes down to is this... You want to be the self-appointed "freedom fighter" for people, all because I'm expressing my opinion on Titan's shit... And you'll spend your time demonizing me for it.

Great, bring it on. Write those opinions all you want. I'm not going to respond with the same kind of malice that you're showing here, not towards you. I'll keep it up with Titan until he changes, which probably isn't going to happen.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Wed, 18 Feb 2004 00:34:12 GMT
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The way you treat Titan does directly involve me. My community was set up to welcome fan maps, to have people create them, to play them, to discuss them.. I run another Web site that offers hundreds of them to download.

You + anyOtherMapDeveloper = FlameWar

I don't know HOW many conversations we have had on our forums asking you politely to shut the hell up and knock it off. YOU are just about the only person that will bitch for 7 pages about seeing through a triangle on the floor of siege, even while 100 other people will tell you they could care less. In fact, the LAST time this happend, you went crying with your tail between your legs and said "I'm taking my maps with me! You can't host them anymore"...

Those are your opinions, that is your prerogative, whatever.. but don't pretend to tell me that it doesn't involve me, or that I should have just come to you "in person" and asked for you to do something.. pulease.. I don't know how many countless evenings and hours have gone on between me, and 10 other people I know trying to do exactly that.. YOU don't want to hear it, public or private.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Wed, 18 Feb 2004 01:09:20 GMT
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I don't take well to "shut the hell up" in public, nor do I take well to being told what to do in public. It's beyond embarassing, it's more like insulting.

If you talk to me about it, as in me and you on ICQ or through a private message session, something usually gets done. Crimson can testify to this because that's how I've asked her to get things done with me.

If she were to do what you've done before, I'd have never listened to a word she said.

Quote:In fact, the LAST time this happend, you went crying with your tail between your legs and said "I'm taking my maps with me! You can't host them anymore"...

That had nothing to do with saying Siege had problems. It was because England kicked me out of the server since I blew up on him. He was continually messaging me all sorts of questions and I got sick of it. That's why I said that, it was an immature act done in anger without thinking the consequences through.

You've never asked me to do anything for you in private. It's always been on a public forum where you're attempting to bash me into complying with whatever you ask. I'm not like most people, I don't back down when attacked, especially not online.

All it takes is talking to me in person, on ICQ or whatever form of online communication you prefer.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Wed, 18 Feb 2004 01:29:35 GMT
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Aircraftkiller

I'm not like most people, I don't back down when attacked, especially not online.

Especially online....lol

quit your crying and " SHUT THE FUCK UP"

Your the biggest knit picking fruitcake Ive ever come in contact with....I'd love to see you with a real life GF...I'd say Wife but you would never get to that stage with the way you carry things on.

I'm constanly fighting with my GF...and she never gives in much like you

Im constanly always just apoligizing to her and taking blame, Just so we can stop fighting.

yes theres times to take a stand...But Damn ACK, you never give up

Youll learn sometimes your better off just calling a truce and realizing the other person may just have a point.

This is by no means at all directed between You and I.

Just a general observation on how you act over the past 1.5 years.

Honestly seek some help dude.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Wed, 18 Feb 2004 02:42:35 GMT
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Quote:Especially online....lol

quit your crying and " SHUT THE FUCK UP"

Nah. You first.

Quote:Your the biggest knit picking fruitcake Ive ever come in contact with....I'd love to see you with a real life GF...I'd say Wife but you would never get to that stage with the way you carry things on.

I haven't got any idea as to how you can bring relationships and the real world environment into this. It's almost as if you know you've lost, and all you can do is pick at hypothetical situations that your brain is trying to conjure up.

Quote:I'm constanly fighting with my GF...and she never gives in much like you

I don't care...

Quote:Im constanly always just apologizing to her and taking blame, Just so we can stop fighting.

I don't care...

Quote:Youll learn sometimes your better off just calling a truce and realizing the other person may just have a point.

Not when I know I'm right.

Quote:Honestly seek some help dude.

No. My sanity isn't in question here. It has nothing to do with this.

Quote:Just a general observation on how you act over the past 1.5 years.

You haven't been around for a year and a half. It's been about nine months.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Titan1x77](#) on Wed, 18 Feb 2004 03:00:00 GMT

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Quote:It's almost as if you know you've lost

Lost??..lost what?..whats to win?...whats game are we playing??...whats the contest??

Quote:You haven't been around for a year and a half. It's been about nine months

Who cares??..9 months,a year,2 years,2 months

After reading all of the negative garbage you post up in 1 day ...most people can see that your in need of some type of help...doesnt take 9 months to figure that out.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Aircraftkiller](#) on Wed, 18 Feb 2004 04:25:52 GMT

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Right. Like this is my actual persona, as if my entire life is laid out before you and you're able to judge whether or not I'm clinically insane, all from bashing your shitty Renegade work.

What's the contest, the game? It should be obvious, this is an argument, a debate if you will, and you happen to be losing it through your constant dismissals and inability to focus on the subject, instead switching to "blah blah mental health."

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Wed, 18 Feb 2004 05:07:06 GMT
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ok ..I lose...You win!

Subject: Titan's maps vs ACK's maps (split off)
Posted by [KIRBY098](#) on Wed, 18 Feb 2004 11:39:26 GMT
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CrimsonKIRBY098All the RENGURDS, DEAD SIX,N00BSTORIES, RENEVO'S, RENALERTS and RENFORUMS are great. But with no variety of maps other than yours to play, what is the point? Everyone could have contributed to this game. Not just the self appointed elitists.

Instead we have a stagnant, non-evolving, abandoned,unfinished and uncommitted remnant.

Congratulations. You are the self proclaimed king of a dead realm.

This is very wrong. ACK is not involved in RenGuard, Dead 6, n00bstories (except in a very small and limited capacity), or RenEvo. He's obviously the main mapper for RenAlert and he helps to moderate the mod forums in RenForums while I run the bulk of them. Dante is mapping the Dead 6 expansion (to the best of my knowledge). I think you overestimate ACK's overall participation in the community. He may be the loudest, but he's not the only one working on stuff and he's not the one calling all the shots. His opinions of course are valued by many of these organizations of people and he often knows what people are doing, but that's about it.

So please don't belittle the work of our organizations just because we happen to be friends with ACK.

I am referring to the amalgamation of all the elitists into Blackhand studios. Ack is one of them, and will now have direct input into unfinished products that are now lumped into one company. While you are all working your "projects" independently, those projects will need maps. (Most of them) Who will you turn to? Since there is a choice of either Ack, Titan, and one or two other people, and ack is already a member of your organization, I am going to take a stab at saying Ack will be the choice.

As far as berating your organizations: I look forward to seeing these products completed. But you just made things a bit more complicated to get help outside this new circle you have created.

Dante's network was the closest thing to a mod community we were going to get. The main reason people took so well to it were his welcoming attitude, and willingness to try anything and help anyone.

I am glad to see such a well balanced individual on the team.

Just be careful. As he has stated: Ack bites back. Whether the hurt is real or imagined. As Titan is experiencing, you don't actually have to DO anything to feel the wrath.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [sniper12345](#) on Wed, 18 Feb 2004 14:52:12 GMT

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sniper12345ACK, do you honestly think that continous flaming will change our opinions about Titan? It certainly changes opinions about you though...

We know the cause and we understand it, but is there any result you expect from flaming Titan's maps?

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Aircraftkiller](#) on Wed, 18 Feb 2004 16:53:35 GMT

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Quote:Just be careful. As he has stated: Ack bites back. Whether the hurt is real or imagined. As Titan is experiencing, you don't actually have to DO anything to feel the wrath.

Read a little closer... I've stated that I don't attack my friends, people I associate with, so long as they aren't showing malice. And even then I attempt to work something out with them before I give up and stop caring.

Sniper: Quoting yourself is pretty stupid, I already answered you.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Deactivated](#) on Wed, 18 Feb 2004 17:02:58 GMT

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Repetition is the mother of all lessons.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Crimson](#) on Wed, 18 Feb 2004 18:20:46 GMT

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Blackhand Studios is NOT an effort to be elitist. We established a legally-binding organization for our products so that we can be taken more seriously by a certain large corporation.

Don't make wild assumptions about our intentions. Instead, give us the time to show you we mean business and we plan to deliver. The people in Blackhand Studios are not known for breaking promises or giving up when they promise something.

We have a lot of plans, but give us the time to do it right.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Deactivated](#) on Wed, 18 Feb 2004 19:51:32 GMT
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Large corporation=EA?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [maj.boredom](#) on Wed, 18 Feb 2004 19:52:46 GMT
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power like he did at RenRealm and other places.

Some months ago he was given moderator powers in the Mod forum and the very things that the public feared and predicted started happening again. At that time I held my tongue in order to see how it played out and I must admit you have been pretty much on top of things when they go to

feel that a majority of this could have been avoided had "we" stuck with the plan.

George Santayana Those who ignore history are doomed to repeat it.

Putting that aside, you do have some great people/minds gathered in Blackhand Studios, each of whom bring a lot to the table. I have no doubt great things are sure to come from it.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [PiMuRho](#) on Wed, 18 Feb 2004 21:44:39 GMT
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Quote:Read a little closer... I've stated that I don't attack my friends, people I associate with, so long as they aren't showing malice. And even then I attempt to work something out with them before I give up and stop caring.

Petty sniping aside, I have to give ACK credit for this. We had some disagreements in the past, but we sorted our differences out. I still disagree with him from time to time though

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Wed, 18 Feb 2004 23:04:12 GMT
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Naturally, we're only human; after all.

Quote:Back before these forums were made and after it was known that you were getting the ?Official Renegade Public Forums?, you did promise the community that you would not put Aircraftkiller in a position of power because that?s what the community wished. They felt he would abuse his power like he did at RenRealm and other places.

She never promised anything of the sort. She said I wouldn't moderate the general forum, or the entire thing.

What abuse of power at Renegade Realm? The hell are you even talking about? That site was extremely popular because of the efforts of Pericytes, L3f7H4nd3d, and myself. If there was abuse, we would have done something about it. Don't start talking about things that you have no idea of.

Quote:Some months ago he was given moderator powers in the Mod forum and the very things that the public feared and predicted started happening again. At that time I held my tongue in order to see how it played out and I must admit you have been pretty much on top of things when they go to far. I?ve seen you lock/unlock topics and even delete posts that have really crossed the line, but I feel that a majority of this could have been avoided had "we" stuck with the plan.

And don't you even dare speak for the community when you're nothing more than a troll on these forums, coming out of the "shadows" to post all sorts of outlandish shit about me, like what you're doing now. I don't know why you make it so easy to reply to you, probably cause you don't have any idea of what you're talking about.

I only do a few things with the mod forum. I delete worthless posts, remove spam, and encourage people to post their opinions on what others make. That's the entire point of a modification community. It's not all about positive criticism, it's about expressing what you think. This, if the person isn't a whiner or something, helps them work to become better.

Here's a plan: Try being informed before you start posting again.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [maj.boredom](#) on Thu, 19 Feb 2004 13:10:10 GMT
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P.S. Thanks for the Ignore

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Thu, 19 Feb 2004 17:51:21 GMT
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I really like how this assclown can troll a forum and refuse to read any replies about him.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [MrBob](#) on Thu, 19 Feb 2004 22:21:47 GMT
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PiMuRhoQuote:Read a little closer... I've stated that I don't attack my friends, people I associate with, so long as they aren't showing malice. And even then I attempt to work something out with them before I give up and stop caring.

Petty sniping aside, I have to give ACK credit for this. We had some disagreements in the past, but we sorted our differences out. I still disagree with him from time to time though

I'd have to agree, too. Aircraftkiller and I used to fight ALL the time more than a year ago, when RenEvo was Renegade Revolutions and....Sorry, had a little memory flashback there.

Anyway the point is we got over stupid little arguments and such if you just adhere to these rules:
[[list]

1) Don't try and be SuperFlamer and try to humiliate the person(s) in public. It only fuels the flame war.

2) Leave the past behind, don't hold grudges.

3) Don't post in public if you have a problem just between you and someone else, just PM them. Therefore things are done faster, easier and better this way. And don't post PMs just to humiliate someone. Refer to #1.

4) Look at #2, forgive and get over it. If someone insults you, try your best to ignore them. They're wasting their time, and they can't force you to waste yours.
[/list:u]

Pretty much everyone is guilty of these, so don't attack someone for breaking them. Everybody makes mistakes and has personal faults, so correct and/or help solve the problem politely.

One of the reasons I'm posting this is so everyone here can benefit from this. If I was going to have a personal discussion with Aircraftkiller, I'd PM him.

Try following those rules, you'll be much better off.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Gizbotvas](#) on Thu, 19 Feb 2004 23:41:00 GMT

Interesting thread.

Let's not forget what started this whole thing off

Quote: Titan's work is shit, that's all there is to it... I have every right to express my opinions here, just as you and anyone else does.

That's not just an opinion. It's abuse. Unnecessary and unconstructive abuse I might add.

You say that if "someone bites then you bite back". No one would ask you to behave any differently. But how do you defend your behavior when "you bite first"?

What prompted you to blast insults at his latest work anyway? It has played in the Pits to great praise. The map may not be flawless, but it is inventive, fun, and well-liked.

<http://renegade.the-pitts.net/index.php?s=03e5536fca8e76a4858d6de452765aea&act=ST&f=16&t=6589&hl=>

You still have not provided any reasons for insulting Titan's work. One has to wonder if your insults are unfounded, extreme, and driven more by a personal vendetta than genuine criticism.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Aircraftkiller](#) on Fri, 20 Feb 2004 02:14:18 GMT

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Quote: That's not just an opinion. It's abuse. Unnecessary and unconstructive abuse I might add.

"In your opinion"

Quote: You say that if "someone bites then you bite back". No one would ask you to behave any differently. But how do you defend your behavior when "you bite first"?

Read the thread and you would see that it was him, a while ago, who started all of this. I am simply finishing it.

Quote: You still have not provided any reasons for insulting Titan's work. One has to wonder if your insults are unfounded, extreme, and driven more by a personal vendetta than genuine criticism.

1. It's open, with no cover.
2. You can go underneath the fake "water" and stay down there without taking any damage, without even having some kind of effect to show that you're underwater.
3. The terrain is bland mesh smoothing with no real detail. When was the last time you saw 2 foot high hills all over the place, by an ocean, made of completely smooth dirt?

4. The spawns don't work right half the time because you're not getting enough credits from them, and the teleporting ones are extremely hard to see.

5. Who wants to purchase an automatic rifle? Why get one when any character, besides the basic soldiers, has a better weapon?

6. Why even play for KOTH when it's just a large deathmatch with a different name?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [KIRBY098](#) on Fri, 20 Feb 2004 14:46:20 GMT
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Ok, so this whole vendetta is because he doesn't meet your standards.

You don't meet my standards for inter-personal relationship skills. Do you care? Should you care?

If he creates something fun, that causes someone else joy, do you have the right to try to suppress that joy? I want variety, not perfection. I won't even mention that wonderful little arc of lightning in Glacier, with no specific purpose.

It's a fun map. I overlook deficiencies. Besides when I am trying evade being smoked by teenagers with large weapons, I rarely check out the scenery.

Cut him some slack. Someday he may be better than you at this.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Weirdo](#) on Fri, 20 Feb 2004 16:01:36 GMT
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I think i will post this Kirby before ACK kills you.

Quote: I won't even mention that wonderful little arc of lightning in Glacier, with no specific purpose.

It's not his fault, the problem is in the game itself. It can't be fixed, at least not with the map editing tools.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [KIRBY098](#) on Fri, 20 Feb 2004 16:29:40 GMT
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Weirdo! think i will post this Kirby before ACK kills you.

Quote: I won't even mention that wonderful little arc of lightning in Glacier, with no specific purpose.

It's not his fault, the problem is in the game it self. It can't be fixed, at least not with the map editing tools.

Were that true, then the other maps would have them too.

It's because he recieved a map with a defect, and couldn't edit it without redoing the whole map.

That isn't the point. It's that defects do not destroy gameplay.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Gizbotvas](#) on Fri, 20 Feb 2004 17:32:45 GMT
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Quote:1. It's open, with no cover.

Well, I dont agree with you, but even if I did, I can name several maps YOU designed with the same flaw. *cough* Elgin *cough*

Quote:2. You can go underneath the fake "water" and stay down there without taking any damage, without even having some kind of effect to show that you're underwater.

You're right, it's completely unrealistic. unlike the Invisibile units the game came equipped with.

Quote:3. When was the last time you saw 2 foot high hills all over the place, by an ocean, made of completely smooth dirt?

LOL. When was the last time you saw a patch of Tiberium? I don't understand... are your complaints that Titan's maps don't reflect real life geography?

Quote:4. The spawns don't work right half the time because you're not getting enough credits from them, and the teleporting ones are extremely hard to see.

I haven't experienced that in the Pits... are you sure it's not just your computer or your video card?

Quote:5. Who wants to purchase an automatic rifle? Why get one when any character, besides the basic soldiers, has a better weapon?

I bought em twice when I was about out of cash.

Quote:6. Why even play for KOTH when it's just a large deathmatch with a different name?

You're right. After all, YOU'D never design a DM map. (Except Flight Deck and Medical Level that is.)

--So what are you're REAL complaints? That another mapmaker is getting recognition and play, that someone you dislike is getting positive attention where you wish they wouldn't, or maybe you just need an outlet for your anger?

Your constant negativity and insults have become tiresome. I remember when I first arrived in these forums, I used to defend you against the onslaught of bad vibes coming your way... I see now that you actually enjoy the conflict. There is no other possible reason for you to be so confrontational when it is clearly uncalled for.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Aircraftkiller](#) on Fri, 20 Feb 2004 19:15:13 GMT

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Quote:Well, I dont agree with you, but even if I did, I can name several maps YOU designed with the same flaw. *cough* Elgin *cough*

And how long ago was that? And how many times have I said that my work before 2003 sucks? Pay attention...

Quote:You're right, it's completely unrealistic. unlike the Invisible units the game came equipped with.

"Command & Conquer is Westwood Studios' newest game in the RTS genre. It's set to launch in 1995. Among the units you will command are Stealth Tanks, Medium Tanks, Flame Tanks, and Orca assault aircraft."

:rolleyes:

Play C&C first, please. If not, don't try that sarcasm.

Quote:LOL. When was the last time you saw a patch of Tiberium? I don't understand... are your complaints that Titan's maps don't reflect real life geography?ee

Never played C&C, I see. Why are you even playing Renegade if you don't know the story behind it?

Quote:I haven't experienced that in the Pits... are you sure it's not just your computer or your video card?

No... Becuase he didn't set up the spawns properly.

Quote:You're right. After all, YOU'D never design a DM map. (Except Flight Deck and Medical Level that is.)

Of course I wouldn't, because I hate deathmatch! Seriously though, do you want to stop being ignorant? You've got barely any knowledge of what's going on and you're trying to argue, it's like a blind man trying to see.

I love deathmatch but not when the point of a game mode is to get on a hill, why do that when you can do something else? If it were actually easier to get up there, instead of with that abused "teleporting" crap, the gameplay would shift to getting on the hill area instead of just killing people for fun.

Quote:--So what are you're REAL complaints? That another mapmaker is getting recognition and play, that someone you dislike is getting positive attention where you wish they wouldn't, or maybe you just need an outlet for your anger?

I gave you the real complaints and you passed them off with rationalization and ignorance.

Quote:Your constant negativity and insults have become tiresome. I remember when I first arrived in these forums, I used to defend you against the onslaught of bad vibes coming your way... I see now that you actually enjoy the conflict. There is no other possible reason for you to be so confrontational when it is clearly uncalled for.

I don't need people to defend me. I am quite capable of doing it myself.

Quote:Were that true, then the other maps would have them too.

No, because they don't all have Repair Facilities in them. Glacier Flying uses the bugged mp_GDI_Repair_Pad and mp_Nod_Repair_Pad building controller, which causes that repair animation to center at 0,0,0 instead of on each individual facility, and it also fucks with the C4 charges, since they're a special form of munition.

Others have that problem, too. Anyone who uses that facility controller without using the new version for Renegade Alert will have that problem. It is a bug in the game code.

Quote:It's a fun map. I overlook deficiencies. Besides when I am trying evade being smoked by teenagers with large weapons, I rarely check out the scenery.

So what you're saying is that you don't care about what it looks like... So lets all save ourselves some trouble and make a flat plane with two bases at each end of it, without any details.

Quote:Ok, so this whole vendetta is because he doesn't meet your standards.

You don't meet my standards for inter-personal relationship skills. Do you care? Should you care?

Relations to people are personal, as you just stated, and you've never spoken to me personally... So you don't know me and you're going by my actions to a shithead in public. It's bound to be inaccurate.

He doesn't meet my standards, that's right. He's the one who demanded that I help him, and when I didn't do it the way he wanted me to, he started freaking out on me and started bashing my work... How many times do I have to tell people this?

You attack me, I attack back until someone stands down, and it sure as hell won't be me.

Quote:Cut him some slack. Someday he may be beter than you at this.

If that happens, then kudos to him, but I don't see it happening anytime soon.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Gizbotvas](#) on Fri, 20 Feb 2004 23:00:27 GMT

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Quote:You attack me, I attack back until someone stands down, and it sure as hell won't be me.

I didn't see Titan attack you anywhere in this thread until you first said

Quote:That's nice... It still sucks, though.

then you added

Quote:Titan's work is shit, that's all there is to it

Despite the fact that you answer all of my questions with ad hominem instead of information.

These are your responses to my questions:

Quote:-Pay attention...

-Play C&C first, please. If not, don't try that sarcasm

-Why are you even playing Renegade if you don't know the story behind it?

-do you want to stop being ignorant? You've got barely any knowledge of what's going on and you're trying to argue, it's like a blind man trying to see.

Let me sum up this thread:

You've got a bone to pick with Titan. You post a flame thread to pick on him. You don't see why anyone should read your posts. You get defensive. You refuse to address your concerns with any specificity. You say that you wont back down. You attack everyone who quesitons your motives or actions.

Did I miss anything?

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Aircraftkiller](#) on Fri, 20 Feb 2004 23:29:46 GMT

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See, there you go again, reading "the sky is green."

He attacked me in other threads before this - so I do the same thing to him. Does that compute?

Can it be made any more simple for you??

Quote:Despite the fact that you answer all of my questions with ad hominem instead of information. These are your responses to my questions:

Ad hominem being the same kind of sarcasm you keep writing? Oh, or the fact that you have jack shit to do with this thread, yet comment on it as if you know what you're talking about?

You go "when was the last time you saw Tiberium in real life?" This isn't based on real life, it's based on Command & Conquer from 1995. As I said, PLAY THE GAME, same with Stealth Tanks and the rest of the vehicles, most of the soldiers were just invented.

Quote:Let me sum up this thread:

You've got a bone to pick with Titan. You post a flame thread to pick on him. You don't see why anyone should read your posts. You get defensive. You refuse to address your concerns with any specificity. You say that you went back down. You attack everyone who questions your motives or actions.

Did I miss anything?

A flame thread? I didn't post anything! This was split off from his original thread.

This is why I keep saying you're ignorant, BECAUSE YOU ARE!

For the love of fuck, pay attention to what's going on if you really have to comment on things that have absolutely nothing to do with you.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [msgtpain](#) on Sat, 21 Feb 2004 00:16:25 GMT

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Aircraftkiller

You go "when was the last time you saw Tiberium in real life?" This isn't based on real life, it's based on Command & Conquer from 1995. As I said, PLAY THE GAME, same with Stealth Tanks and the rest of the vehicles, most of the soldiers were just invented.

And this is all stemming from YOUR criticism:

Quote:3. When was the last time you saw 2 foot high hills all over the place, by an ocean, made of completely smooth dirt?

So, please tell... Were there, or were there not 2 foot high hills of completely smooth dirt all over the place, by an ocean in the original C&C which was released in 1995.

Secondly, do EVERY one of your maps, contain terrain, landscaping and textures that can be proven to have links or ties to the original C&C which was released in 1995.

This is why we all say your arguments are bullshit, and mean nothing. YOU argue that his "dirt" doesn't look real.. Then WE argue that "tiberium" doesn't look real.. Then YOU argue that we're all stupid because of course tiberium was included in the original C&C.. You COMPLETELY redirect the focus from your hypocrisy, to our ignorance of 1995's C&C.. so which is it? are we arguing about things being compared to real life, or compared to the original C&C.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Sat, 21 Feb 2004 00:36:41 GMT
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Regardless of C&C '95 basis for the game, the engine allows for more creativity and variety, so I don't see why anyone should be held to those standards for fan maps. Sure, any maps that would be released in an official patch to the game should be held to those standards, but not maps that are decidedly fan-made.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 00:40:44 GMT
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Quote:So, please tell... Were there, or were there not 2 foot high hills of completely smooth dirt all over the place, by and ocean in the original C&C which was released in 1995.

Quote:Secondly, do EVERY one of your maps, contain terrain, landscaping and textures that can be proven to have links or ties to the original C&C which was released in 1995.

I've never said everything has to be based on it. I implied that it looked stupid. If they were concrete walls, or ANYTHING that would logically make sense, then I could understand... but no, they're perfectly shaped mounds of rock and dirt that sound just like sand when you shoot them.

Quote:This is why we all say your arguments are bullshit, and mean nothing. YOU argue that his "dirt" doesn't look real.. Then WE argue that "tiberium" doesn't look real.. Then YOU argue that we're all stupid because of course tiberium was included in the original C&C.. You COMPLETELY redirect the focus from your hypocrisy, to our ignorance of 1995's C&C.. so which is it? are we arguing about things being compared to real life, or compared to the original C&C.

Okay... So what you're telling me is this: You think Tiberium doesn't look real, so you think that because WS created it, I'm a hypocrite for thinking his dirt piles look stupid... I never said you're all stupid, I said he's ignorant because he's playing a fucking game based on C&C and he goes "um, there isn't tiberium in real life" well NO SHIT... There's no tanks that have hit points either, or tanks that can heal themselves when damaged.

You two are the ones bringing this up. When I defend myself, you try switching it to "but you said something about C&C95 so that means you're trying to redirect the thread."

If you hadn't of brought up the subject of Tiberium not looking real, then maybe I wouldn't correct you on why this game is a C&C game and therefore has it in it, regardless of how real it is to you.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [blackhand456](#) on Sat, 21 Feb 2004 00:51:15 GMT
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lovely another battl exactly were is titan to defend himself. hes probably hiding

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Sat, 21 Feb 2004 00:52:48 GMT
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Uh... he only said tiberium doesn't look real, because YOU said sand doesn't look real..

and around and round we go...

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Sat, 21 Feb 2004 00:54:11 GMT
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blackhand456lovely another battl exactly were is titan to defend himself. hes probably hiding

No, he's just doing the smart thing, and ignoring the thread... I would do that also, but it's fun to come in here just so Ack has to come back also..

He's sort of like Ty in that respect.. he can never simply say "whatever".. he has to keep arguing.. even if the argument turns in to Mickey Mouse was a homosexual..

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Sat, 21 Feb 2004 00:55:29 GMT
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No way, he had Minnie!

But then again, Minne was fucking Goofy.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Sat, 21 Feb 2004 00:57:13 GMT
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CrimsonNo way, he had Minnie!

But then again, Minne was fucking Goofy.

Literally, or psychologically?

I'm not sure if you mean goofy the noun, or goofy the adjective..

Subject: Titan's maps vs ACK's maps (split off)

Posted by [KyleLewis](#) on Sat, 21 Feb 2004 08:35:13 GMT

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Aircraftkiller is a map newb. (ie. Glacier Flying) Or did you get it from Westwood, and completed it? and took full credit?

Titan's work will get better with time.

I don't even know how to make maps, and I could make something better than Glacier in 10 minutes.

Ugh, I can't forget your other maps, Medical all those other pieces of junk. They are no fun at all.

Aircrapkiller is just jealous of Titan's work, Why else would he make a big deal and try and flame him?

ACK Your just a wh0re and a fukin ren n00b.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 08:42:34 GMT

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Quote:Aircraftkiller is a map newb. (ie. Glacier Flying) Or did you get it from Westwood, and completed it? and took full credit?

Lets move some words around so we get this:

KyleLewis is a post newbie. (i.e. that post above) Or did you pull it out of your ass, and take full credit for your rear end's work?

Quote:Titan's work will get better with time.

It hasn't so far.

Quote:I don't even know how to make maps, and I could make something better than Glacier in 10 minutes.

So do it? Put up or shut the fuck up.

Quote:Ugh, I can't forget your other maps, Medical all those other pieces of junk.
They are no fun at all.

And this is why they're the most downloaded, played, and widely available of all Renegade work.

Quote:Aircrapkiller is just jealous of Titan's work, Why else would he make a big deal and try and flame him?

Using your logic against you, "PenisLewis is just jealous of my posts... Why else would he make a big deal out of it and try to 'flame' me?"

Quote:ACK Your just a wh0re and a fukin ren n00b.

I'm so offended. The Internet person said something about me...

Subject: Titan's maps vs ACK's maps (split off)
Posted by [KyleLewis](#) on Sat, 21 Feb 2004 08:45:51 GMT
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Stop, STOP.

Your hurting my feelings. :rolleyes:

1 v 1?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 08:50:25 GMT
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Running low on self-esteem? What are you, my shrink? You make me laugh, well, just in my head... I can't really laugh at anything you're writing because it's so fucking stupid.

Go ahead and sit in that GSA lobby. I have no intention of joining a game of Renegade because some forum kid wants to play me.

1. I don't fight challenges, especially not two player games, because they prove nothing other than you were able to use the cheapest tactic available to win the game.

2. Do I have a life? Of course I do. What does it matter to you? Are you that interested in my life that you have to bring it up in a forum, the same one you're posting in? I can't really sit here all day when I have to work... and I'm bored right now, since it's 2:50 AM, so why shouldn't I sit here and post shit about moronic little kids like you?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [KyleLewis](#) on Sat, 21 Feb 2004 08:54:12 GMT
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Aircraftkiller

2. Do I have a life? Of course I do. What does it matter to you? Are you that interested in my life that you have to bring it up in a forum, the same one you're posting in? I can't really sit here all day when I have to work... and I'm bored right now, since it's 2:50 AM, so why shouldn't I sit here and post shit about moronic little kids like you?

Posts: 1911, You must post alot of shit about moronic kids.

I bet, 1811 of these posts were flaming people.
the other 100, are probably posts of your whining like a little girl.

So, again why did this post start?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 08:58:56 GMT
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Why did your post start? Hell if I know, why are you asking me that?

You know how long I've been on these forums? Almost a year... So I post about an average of three times a day, just off the top of my head.

Wow. That's SO MUCH.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [EnderGate](#) on Sat, 21 Feb 2004 08:59:53 GMT
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Some don't know when to stop. I have many better things to do but took time to read this.

For me, respect is given to all, till lost. Those that care not for losing my respect will in turn lose the respect from others, not for my opinion, but for your character. You know who you are.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 09:03:14 GMT
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Tell your self-serving bullshit where it matters, no one fucking knows you or cares about your

respect.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [KyleLewis](#) on Sat, 21 Feb 2004 09:04:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

AircraftkillerWhy did your post start? Hell if I know, why are you asking me that?

You know how long I've been on these forums? Almost a year... So I post about an average of three times a day, just off the top of my head.

Wow. That's SO MUCH.

Well, according to these forums, you have made roughly 8 replys in the last 10 minutes.

Well said Endergate, props! :thumbsup:

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 09:06:46 GMT
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And you've made about six. What's your point?

"I have more of a life than you do! LOL"

Come on. You have to realize how pathetic that is. It's almost as bad as going "my weather is worse than yours is!!!"

Subject: Titan's maps vs ACK's maps (split off)
Posted by [KyleLewis](#) on Sat, 21 Feb 2004 09:06:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

back at you cancer.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Sat, 21 Feb 2004 10:54:02 GMT
[View Forum Message](#) <> [Reply to Message](#)

msgtpainCrimsonNo way, he had Minnie!

But then again, Minne was fucking Goofy.

Literally, or psychologically?

I'm not sure if you mean goofy the noun, or goofy the adjective..

I was being intentionally elusive...

Actually it's from the joke that goes something like this...

--

Mickey files for divorce from Minnie, and they're in court, and the judge says: "I see that you want a divorce because Minnie is mentally unstable. I don't really think that's grounds for divorce".

Mickey says: "I didn't say she was mentally unstable, I said she was fucking Goofy!"

--

And Llama Man, I would think that "I Love Blazer!" in my signature would show you that in real life, Blazer and I are... together. In fact, we live together, so I think you can put the rest together.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Crimson](#) on Sat, 21 Feb 2004 10:54:52 GMT
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EnderGateSome don't know when to stop. I have many better things to do but took time to read this.

For me, respect is given to all, till lost. Those that care not for losing my respect will in turn lose the respect from others, not for my opinion, but for your character. You know who you are.

It's the Hot Issues forum. This is a place designated for these discussions no matter how long they last. No one intends to give up, and I'm not going to interfere with that.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [EnderGate](#) on Sat, 21 Feb 2004 16:40:16 GMT
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Crimsonand I'm not going to interfere with that.

discourage it.

(Q4 2003)

Not be turned away by a few that demonstrate total lack of caring, sensibility, valor, honor, or

that this is a good place to come, and not be bashed or flamed needlessly because of a chip on

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Titan1x77](#) on Sat, 21 Feb 2004 16:47:45 GMT
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blackhand456lovely another battl exactly were is titan to defend himself. hes probably hiding

Why would I have to hide?

Ive been busy,and Theres nothing for me to comment about.

The spawns work perfectly fine...

Theres plenty of cover....

and when your under the water....guess what...look up....see your below the water...thus
"underwater"

I dont care whatever Bullshit he wants to spew out of his mouth....3/4 of it's not true and theres no
need for me to bother replying to his garbage posts.

we all know Fanmaps are made for people to enjoy...not for him to critique.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Weirdo](#) on Sat, 21 Feb 2004 17:02:35 GMT
[View Forum Message](#) <> [Reply to Message](#)

EnderGate

(Q4 2003)

Hmm that box seems a lot better then the evil thing EA released here. The box art it self isn't bad.
But it says in some small text which games are in the package, but if you check the back of the
box the only sceenshots you see are from Generals. So EA is trying to sell old games by almost
lying to the buyers. I haven't been mad in a long time because of a money making companys, but
seeing how EA was trying to get money by making newbies believe when they first look at the box
that it also contains Generals, made me mad. To bad it's aloud to place wrong screenshots on a
gamebox.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [msgtpain](#) on Sat, 21 Feb 2004 17:57:38 GMT
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Weirdo

I haven't been mad in a long time because of a money making companys, but seeing how EA was trying to get money by making newbies believe when they first look at the box that it also contains Generals, made me mad. To bad it's aloud to place wrong screenshots on a gamebox.

I don't mean to be nitpicky.. but if you look at the bottom of the box, you'll notice "Free Demo of Command and Conquer Generals included".

It may be "deceptive" but it does indeed include the game the screen shots are from. And I know it may be hard to understand, but EA is in fact a large company, whos sole purpose is to make money.. As much money as they possibly can from new and old games alike..

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Weirdo](#) on Sat, 21 Feb 2004 18:04:39 GMT
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I'm not sure if on the box they sell here the Generals demo is also in. If I'm correct it's not.

I know EA is a big money driven company, but they could also make money in a less deceptive way. Sure it's legal, I just think deceiving people, specially being a big company, isn't morrally correct. I don't think it's good publicity either for other EA games, deceiving people.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 20:16:14 GMT
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EnderGateCrimsonand I'm not going to interfere with that.

Yes, I know?

I'd just like new players and new modders to continue to partake. I?d rather encourage it, than discourage it.

(Q4 2003)

Not be turned away by a few that demonstrate total lack of caring, sensibility, valor, honor, or respect (regardless of how good their maps are, that?s not my point.) Lets assure the 'little guy' that this is a good place to come, and not be bashed or flamed needlessly because of a chip on someone's shoulder. I certainly don?t want them to think we are all just a bunch of ice-holes, just

because a few are. I'm confident you don't really want that interpretation either.\

You're not encouraging anything, do you realize that? Simply posting "I'm encouraging others by posting shit about someone else" isn't encouragement... Well, for me it is, just to respond to this.

Unless you're actually going to do something, besides bash people and make yourself out to be just as big an asshole as you think I am, then I wouldn't bother posting anything about supporting the community - you're doing the exact opposite.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Hellweed](#) on Sat, 21 Feb 2004 20:24:21 GMT
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Aircraftkiller Unless you're actually going to do something, besides bash people and make yourself out to be just as big an asshole as you think I am, then I wouldn't bother posting anything about supporting the community - you're doing the exact opposite.
That's good advice. But that wouldn't apply to you now would it?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 20:32:19 GMT
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I already do things for this community. What is it that you do? Nothing, thought so...

See, notice how I said "do something besides bash people" as in "you can do both, so long as you're being productive."

Just plain bashing is stupid unless you have something to back yourself on it.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Hellweed](#) on Sat, 21 Feb 2004 20:42:28 GMT
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Aircraftkiller I already do things for this community. What is it that you do? Nothing, thought so...

See, notice how I said "do something besides bash people" as in "you can do both, so long as you're being productive."

Just plain bashing is stupid unless you have something to back yourself on it.

Ah.. Just because you say it, does not make it so. And more and more people are beginning to realize that.

Sit there in your ivory tower and claim that you are foundation of Renegade when the fact of the

matter is you are the biggest cancer in the community. You have driven more people away from the community than I could ever hope to bring to it.

Keep up the good work!

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sat, 21 Feb 2004 20:58:23 GMT
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You have fun trying to pin things on me that I've never said? Never claimed to be anything beyond a 3D artist for this game and someone who doesn't like idiots.

If you can read "Foundation of Renegade" from "3D artist and doesn't like idiots," well, kudos to you. Must have the ability to astrally project yourself and read minds, while you're at it.

I've driven people away, of course. So have you. And so has everyone else. Can't deny that.

At least I drove them somewhere that people like you don't stay around.

<http://www.renalert.com/forum>

Seems to be quite a large population (We had over 1,000 users before the server move to GameSpy.) for a man who drives away the community. Yup, you got me there hoss...

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Chronojam](#) on Sat, 21 Feb 2004 21:30:52 GMT
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That "quote" button lets you quote stuff so that you have actual evidence. Go find ACK saying that he's lord and master or whatever, and QUOTE it. Put a link to it too. That quote button is great at providing evidence, if you know how to use it... ACK enjoys using it to highlight whenever people are particularly stupid. Everybody can benefit from it.

Anyways.

I'd really like to see everybody get back to doing whatever the hell they think it is that they do. If you think you're a big promoter of the series, great, GO PROMOTE IT AND STOP BITCHING. If you think you make pretty pictures, great, GO MAKE PRETTY PICTURES. If you think you make maps, EXCELLENT! If you are ACK, stop posting here for today and go WORK ON CAMOS CROSS. If you're me, wonder why the hell you are now at post count 2... Whatever.

Go do something else with your time, people. And if you like to argue so much then go support your favorite political candidate. S/he needs people like you!

If you are still at a loss as to what might be a better use of time than continuing this topic... go talk

to your parent/sibling/friend/coworker. They probably miss you since you spend your time here.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Gizbotvas](#) on Sat, 21 Feb 2004 21:54:12 GMT
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Quote:For the love of fuck, pay attention to what's going on if you really have to comment on things that have absolutely nothing to do with you.

You said "Titans work is shit".

You are not stating a fact, you are stating an opinion.

So I come in with a different opinion and ask why you think his work is shit.

You say this has nothing to do with me, well it has nothing to do with anything. You state your opinion, I ask you to clarify and suddenly I am the bad guy. :rolleyes:

If you cannot defend your opinion with maturity and intelligent retorts, then why post your opinion at all. The sole purpose of posting your opinion in a public forum is to get feedback. If you don't want people to respond to your posts, then why post them in a public forum board?

And for the 'love of fuck' I am paying attention to what's going on. Though sometimes I wonder if you are.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sun, 22 Feb 2004 00:35:32 GMT
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Quote:You said "Titans work is shit". You are not stating a fact, you are stating an opinion.

Excellent observational skills. How long did it take you to figure that out?

Quote:So I come in with a different opinion and ask why you think his work is shit.

You say this has nothing to do with me, well it has nothing to do with anything. You state your opinion, I ask you to clarify and suddenly I am the bad guy.

You didn't ask me to clarify. You posted a bunch of bullshit, THEN you asked a thinly veiled attack, basically "I think you suck and you're blah blah blah, now explain why you do all of this" as if you're trying to trap me into a corner and be able to respond only with "Yeah, I'm evil" or whatever it was.

Quote:If you cannot defend your opinion with maturity and intelligent retorts, then why post your opinion at all. The sole purpose of posting your opinion in a public forum is to get feedback. If you don't want people to respond to your posts, then why post them in a public forum board?

The problem there is that you posted the same shit that you got in return... So perhaps you should be listening to your own words.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [hareman](#) on Sun, 22 Feb 2004 01:21:23 GMT
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ahahahahahaha

ChronoJam as the voice of reason

/me doubles over, falls to the twitching in spasmodic laughter

he is right you know

Subject: Wow I cared this much.. sad for me
Posted by [florIDIOT](#) on Sun, 22 Feb 2004 06:05:44 GMT
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Wow.. its like watching the indiscernible preening's of highschool geeks arguing over who has the larger pimple on his or her nose, or the biggest collection of star trek memorabilia.. A waste of bandwidth and your time. From what I have seen from these boards.. Titan's pretty much a grade A dueschebag, using the "quote" feature is also intellectually insulting, like I didn't just read the post above... morons. Wax intellectual some where else ya damn n00b.

Ack, your stuff looks very good for dabbling in 3D, you don't need to start a post to prove that Titan's a juvenile pre madonna, he can pretty much do that all on his own, flamingly well enough too!

Please choose one of the following options in the future:

1. Move out of your mothers basement, get some fresh air, and maybe even meet.. dare I say.. GIRLS.. yeah they may have coodies, but its ok! Oh, and I almost forgot.. Translating pickup lines into Klingon doesnt count, fag..
2. Kill yourself and make the world a better place
3. Get in a plane, go find Titan, and kick the shit out him, if you hate him that much, then just get it over with. flame wars just piss other people off, and waste my drunken time.

To all my bitches... F off!

Subject: Re: Wow I cared this much.. sad for me
Posted by [msgtpain](#) on Sun, 22 Feb 2004 06:07:50 GMT
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florIDIOTWow.. its like watching the indiscernible preening's of highschool geeks arguing over who has the larger pimple on his or her nose, or the biggest collection of star trek memorabilia..

Glad you could join us.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [EnderGate](#) on Sun, 22 Feb 2004 07:41:23 GMT
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Some have obviously been bent beyond personal restraint, due to a lack of esteemed

Being deliberately callous towards others is a trait of a callow. It also takes the focus away from the actual topic and directs it to personal mockery instead. It serves no purpose, other than ridicule.

I make no claims of distinction; I contribute in my way and in my time, despite the disapproving views of another. I have faith to guide me from despair.

Enjoy, with a mature conscience.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Sun, 22 Feb 2004 07:49:57 GMT
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In other words, you're just complaining and doing nothing.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [EnderGate](#) on Sun, 22 Feb 2004 14:45:56 GMT
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More factual than emotional I think

Subject: Titan's maps vs ACK's maps (split off)
Posted by [hareman](#) on Sun, 22 Feb 2004 17:35:14 GMT
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Some things in life are bad,

They can really make you mad,
Other things just make you swear and curse,
When you're chewing your life's gristle
Don't grumble, give a whistle,
And this'll help things turn out for the best,
And.....
Always look on the bright side of life.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [burnt_out](#) on Mon, 23 Feb 2004 00:22:30 GMT

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omg..... this is some funny shit here

Subject: Titan's maps vs ACK's maps (split off)

Posted by [KIRBY098](#) on Mon, 23 Feb 2004 17:48:41 GMT

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haremanSome things in life are bad,

They can really make you mad,
Other things just make you swear and curse,
When you're chewing your life's gristle
Don't grumble, give a whistle,
And this'll help things turn out for the best,
And.....
Always look on the bright side of life.

I wish they had a "raised eyebrow" smilie for this occasion.

Subject: Titan's maps vs ACK's maps (split off)

Posted by [hareman](#) on Mon, 23 Feb 2004 18:34:42 GMT

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/me laughs maniacly

ANOTHER :twisted: THREAD HIJACKED

Subject: Titan's maps vs ACK's maps (split off)

Posted by [Javafx](#) on Tue, 24 Feb 2004 21:26:36 GMT

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Don't waste your time with all this opinion bullshit. We all know there is only one opinion that matters, and it is mine.

Like the saying goes:

"This is an opinion, it is alike in everyway to any other opinion, except for one difference: It is MY opinion."

Subject: Titan's maps vs ACK's maps (split off)
Posted by [hareman](#) on Tue, 24 Feb 2004 23:41:59 GMT
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ummmm aren't opinions like assholes?

stinky, hairy, dark and full of moisture?

hmmmmm

Subject: Titan's maps vs ACK's maps (split off)
Posted by [KIRBY098](#) on Wed, 25 Feb 2004 19:55:49 GMT
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haremanummmm aren't opinions like assholes?

stinky, hairy, dark and full of moisture?

hmmmmm

Sounds like a personal ad you would take out in the local paper.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Javaxcx](#) on Thu, 26 Feb 2004 13:02:02 GMT
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haremanummmm aren't opinions like assholes?

stinky, hairy, dark and full of moisture?

hmmmmm

Nope, just yours.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Hydra](#) on Fri, 27 Feb 2004 03:45:43 GMT
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haremanSome things in life are bad,

They can really make you mad,
Other things just make you swear and curse,
When you're chewing your life's gristle
Don't grumble, give a whistle,
And this'll help things turn out for the best,
And.....
Always look on the bright side of life.Monty Python, you gotta love it

Subject: Titan's maps vs ACK's maps (split off)
Posted by [sniper12345](#) on Wed, 10 Mar 2004 10:17:39 GMT
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AircraftkillerSee, there you go again, reading "the sky is green."

He attacked me in other threads before this - so I do the same thing to him. Does that compute?
Can it be made any more simple for you??

You realise that fighting fire with fire does not work, correct?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Aircraftkiller](#) on Wed, 10 Mar 2004 18:12:16 GMT
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Of course it does.

You realize that bumping topics that are over 10 days old, that no one's replied to, just to toss in a one line sentence that's already been covered... Is sort of stupid?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [blackhand456](#) on Wed, 10 Mar 2004 20:55:16 GMT
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ACK is right its kinda stupid to bring up issues over 10 days old. Also i find Titan's maps rather boring i see no sense in them. name one of Titans maps that is good. ACK has alot of good maps including Country Meadows 2, Golf Course, Mars, Metro, Tropics, and River Raid TS. I think they deserve the right to fight. you all dont have to come in here and look at the forum if you dont want too.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [sniper12345](#) on Sat, 13 Mar 2004 03:16:35 GMT
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b00gie.

Subject: Titan's maps vs ACK's maps (split off)
Posted by [Javaxcx](#) on Sat, 13 Mar 2004 12:36:37 GMT
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sniper12345AircraftkillerSee, there you go again, reading "the sky is green."

He attacked me in other threads before this - so I do the same thing to him. Does that compute?
Can it be made any more simple for you??

You realise that fighting fire with fire does not work, correct?

Sure it does. How do you think firefighters slow down/repel grand scale forest fires?

Subject: Titan's maps vs ACK's maps (split off)
Posted by [warranto](#) on Sat, 13 Mar 2004 20:07:16 GMT
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Oh! I know the answer to that! They drop scuba divers onto the flames!
