
Subject: OT: For anyone who knows Visual Basic...
Posted by [Anonymous](#) on Mon, 30 Dec 2002 05:49:00 GMT
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Im not gonna sit here and inflate egos. I have seen many great looking models that have been done by numerous people. Personally I can't see the purpose of deciding who is better than who. Albeit, out of some of the best models ive seen, very few of them have been used in a mod as of yet, which goes to show, you can build all you want, but until it is placed in a situation for use, doesn't that make it useless? I have seen this topic arise in almost every game forum. There are many talented people here in the community, but there is also alot of really superb mods that are never finished. My two cents to the community, quit worrying about who is better than who, and put the energy into finishing all of these mod ideas that I keep hearing about. Keep up the great work, after all, if you dont have at least 2 gigs of mods/maps in your data folder, it just doesn't feel like a true WW game. (technically 3.8gb in mine but who is counting.. I can tell you this much, it completely sucks trying to backup all the files.) And I do have to commend this thread...it has to be the first thread I've ever seen on the boards where Aircraftkiller wasn't flaming someone.
