
Subject: Something needs to be done about Titan1x77's constant spam

Posted by [Aircraftkiller](#) on Fri, 04 Apr 2003 06:27:41 GMT

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Here's a list of all of his topics between the beginning of the Mod Forum and today.

how to stop xcc mixer from scanning on startup?
attaching a script zone to the bottom of an object
using models from other CnC games
animation and Vis
REALISTIC WATER TUTORIAL
Door problem for a hallway in a room
ATTN Sir Phoenixx
CnC Tiberium Cave
making water question
where can i find the comm center MP building?
Creating a cave(inner and outer) in g-max
harvester is going the wrong way
renx question....attaching or welding to boxes together
Max speed in humvees and buggys
easy RENX question
boolean tool question
falling thru the ground bug???
Can i place a building controller on a MCT only (no building
2SIDE in W3D options
yet another script problem
Max armor/health increase
just can't get the hang of texturing my map in G-max!!
CnC Haunted House
Started to rework tib pit 2
no scripts/online server
ATTN:Dante or blazer
C&C_Tiberium_pit_2
all who are interested in playing
Model of a building
upgrade power ups
other g-max models
ringing noise gets stuck on
compute vertex solve

It's completely out of line. The purpose of the Mod Forum is to help you learn, not have everyone teach you how to grow up, eat food, ride a bike, etcetera.

We don't need him spamming questions over and over when he can easily read a tutorial on how

to do something. There are at least 15 tutorials on how to do everything in Renegade and he has yet to look at them, and if he has, actually understand what they mean.

I'd appreciate it if some action were taken, as this becomes incredibly annoying as time progresses.
