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Subject: TD based tiberium models

Posted by [Aircraftkiller](#) on Sun, 13 Apr 2003 16:39:19 GMT

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Captkurt01AircraftkillerSigh, why must people rip off what I do?

I made those crystals almost four months ago.

They're up on Renegade Realm, downloads, gMax section.

Ack you always say people are ripping you off, let me ask you about the unfinished map that Westwood did, but you clam you did, Glacier Flying. I know/assume you did the way paths,

what parts of it I built soon enough. I can honestly say I did more to that map than you did. You even used the GDI guard tower that WW made. You made nothing of your own in that map, you only finished it, which is what a beginner map per can do. I will soon show you real mapping soon enough. So in the mean time why don't you quit crying about what others do, quit accusing everyone else of ripping you off, quit embarrassing your self, you really look pretty bad.

You do realize that you can't finish something that's already done?

If you're such a real level designer, I implore you, make Glacier Flying nearly from scratch like I did.

But - you can't. You have the finished product, not the horridly unfinished W3D I had to work with.

So... You're the one making the fool of yourself. As part of the dev team for Renegade, it was up to me to use Westwood assets like the other artists did. Your asinine argument about the GDI Guard Towers is like telling me not to use the buildings a Westwood artist designed, or not use the preset list, or the Nod Turrets for the Nod team. Idiot.

OrcaPilot, gotta apoligize for that. Don't know what I was on last night. Keep it up.

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