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Subject: Re: C&C FarCry

Posted by [DreamWraith](#) on Wed, 21 Jun 2006 03:00:48 GMT

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Correct me if I am wrong, but those first shots, at night, were in game shots.

Secondly, why should i have bothered to go through the process of compiling the map for full in game JUST for your precious "daytime" shots?

It appears you are just trying to throw your weight around and get everyone all annoyed and aggravated.

Yes, he said there would be shots from an in-game play test.

The play test did not go off as planned, AS HE ALREADY posted previously (which apparently you missed).

Because we told people there would be shots, we chose to show some in game shots from the map. Just because those shots were not taken during an in game test does not make them any less in game.

And, even if they had been taken during an in game test, it isn't like there would be much different from what is already seen in them, perhaps aside from the odd person running around or bombs being set off, or vehicles being driven, as the HUD items for building health and such are not completed, and currently only show in a console readout.

The daytime shots were in direct response to your not being able to see anything. Like i made clear in my post with them, it was a quick hack job changing the environment to daytime. I wasn't going to spend the 30 minutes rendering time for surface texture and further 8 minutes for in-game export for something we didn't need, and was done simply to thwart your ego.

Bait and switch? I think not. Giving people screenshots even when we couldn't hold a playtest as planned, that I would call doing our best to hold up our word, even when real life prevents us from doing what is planned.

Here is a little news flash for you. We all have jobs. I and families to support. I know it might be hard for you to understand the concept of working a 9 to 5 job to pay your bills instead of asking for donations, but hey, thats the way we choose to live our lives.

I hardly think anyone but you is going to complain that we missed a scheduled playtest, and that they had to "settle" for in game shots of a map without 5 other staff members playing.

In any case Aircraftkiller, I hardly think YOU are the target audience for this mod, and quite frankly, I think i speak for the entire team when I say most heartily, we could probably give two shits and a fuck what you have to say about how we conduct our work.

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