
Subject: Re: ABOUT ACKS Thread

Posted by [Aircraftkiller](#) on Wed, 13 Aug 2003 16:12:31 GMT

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DarkOmenwe don't steal any work, i've the permission from the creator of desert_siege and Conquest Winter, we've got the original gmax files, i think it's not possible to import a whole map via w3d importer...

and to your tib crystals, they are removed !!!! and we never said that they are made by the team !!!!

SO STFU and GO MODDING !

Uhhh, yeah, it is... I've imported plenty of levels, including Canyon and Field. You can import any W3D so long as it's the proper format of W3D.

As for the crystals, lets see...

Angel of Dawn, *your team member,* stated that your team made those crystals. So if you did, why do they have the same exact texturing that mine do, look exactly like mine do, and have EXACTLY THE SAME NAMING CONVENTION that mine do?

<http://www.n00bstories.com/image.fetch.php?id=1046700690>

Icetales level with the crystals in one Tiberium field.

My Gobi level:

<http://www.n00bstories.com/image.fetch.php?id=1185923355>

So WTF gives, hoss? Y'all like lying or something?
