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Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Sun, 14 Aug 2011 14:40:51 GMT

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shaitan wrote on Sun, 14 August 2011 07:31 I edited what I was originally going to say last night to NOT be nasty, Ack.

The last bit of it was: "sit down and shut the fuck up". Late night, so I don't recall all of it.

You don't pay for the hosting, you don't contribute (other than some fail maps which are better off being deleted). They only rape server counts when they do come up (and that's with making sure most people have them weeks in advance).

While we're comparing what people do and don't do around here, let's compare what I do to what you do:

I create work that's been part of the game since 2002.

I beta tested the game to help shape its direction.

I worked with WS for five months to get Glacier Flying into the 1.035 patch, after which I took bug reports from the community and attempted to fix the level with my lackluster knowledge of gMax for the 1.036 patch.

I constantly strive to improve the work I create so that others can benefit from my knowledge and enjoy themselves.

I've created a not-so-great tutorial for level design in Renegade that helped a lot of people get their first start on working on this engine.

You whine on forums and call people and things "fails". For the record, fail is a verb, and is something you do, like fail at English. The act of failing is "failure," and is a noun. Things can be failures, but they can't be "fails." That doesn't make sense. So when you miserable pieces of shit say "fail", what you really mean is "failure."

Great job, I'm humbled by your accomplishments. What's the point of "editing what I said not to be nasty" if you're going to post the general idea of it right after you said that? It's like telling someone "I'm just sayin'" right after you mention that you think they're an uneducated piece of shit. It doesn't dull the impact of your statement at all, you simply look like a pretentious asshole for doing it.

I've had a lot of fun playing the work I've made over the years. When The Pits was still around, I remember matches with at least 24 people on a consistent basis while running BasinTS, MetroTS, etc. It was a great time to play the game and see the kind of game-play that was originally envisioned for Renegade. I doubt you were around for it, though; it's a shame that you had to miss out. Then again, you seem like an asshole, so I doubt I'd want to play a match with you anyhow.

EvilWhiteDragon: Spooky is most likely implying that 4.0 isn't coming out anytime in the next

decade.

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