Posted by Alkaline on Mon, 12 Jan 2004 23:28:18 GMT
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AircraftkillerAlkalineACK, why don't you include who the original map maker was in all your readmes?

I see only in glacier where it says who the original map maker was, the rest of your maps, you don't mention the original author, so you are guilty of the same thing you tell others, in fact you are worse because you are just ripping off westwood maps.

anyway, I see no point in adding your readmes to maps because everyone know who made them, and just because your readmes aren't included doesn't mean the server host is taking credit. If you have a problem with that you can make your maps non-public. Because obviously you use a lot of things that you don't give credit for in your maps, why should we be required to be any different?

How would you know about the readme.txt files? After all, you gratuitously removed each readme.txt file with all of my levels and tossed them into some "map pack" without even consulting me about it.

We've all been through this "omg! hes stealzoring ww mapz!!!" It's all been proven wrong, numerous times. I'll run it over with you once more:

1. You're some random person online who probably hasn't been here since the first time I released anything with the assistance of Westwood Studios.

2. You obviously don't know what happened between WS and myself.

3. You don't even know that Louis Castle, co-founder of WS, was the one who authorized me to have everything that I do now.

If you want to continue this, sure, go right ahead... Just remember that you don't have all the facts, and it's rather difficult to argue about something you know fuck all about.

If everyone knew "who I was" when they used something I made, why is it that I still have a lot of people saying "you didnt make this, aircraftkiller did" when I go into Renegade, even after stating who I am when asking for their opinions?

Come on now...

first of all I included your readmes in the map pack downloads.

2nd, here is the readme direct from your cncden website for MetroTS

Quote:==============================
=====Renegade Map Readme=====
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A real special thanks goes out to NeoSaber, also part of the Renegade Alert modification team, for making the new version of Metro work properly. Textures had corrupted, and he fixed them for me. Highly appreciated!

Map Name: C&C MetroTS | Version 2.1

Fixed an issue with the Stealth Tank giving off too many points.

Creator: Aircraftkiller

Email: aircraftkiller@cncgames.com

Website: http://aircraftkiller.blogspot.com

Theatre: Urban city

Description: A map set at night in a crowded urban city. Tiberium sewage flows through the ditches and a Tiberium impact area in the city provides the GDI and Nod forces with a place to harvest raw Tiberium. Look out underground in the Tiberium sewage tunnels and make sure not to fall into the ditches, as Tiberium sewage kills slowly and painfully. The tunnels are located by the vehicle production structures. They are disguised.


Homepage: http://www.cncrenegade.info ; http://www.cncden.com

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Where does it say who the original creator was?  I don't see it any where :rolleyes:  similiarly in many of your other maps, you take full credit for maps that you borrowed from westwood, that is IN FACT STEALING.