
Subject: Titan's maps vs ACK's maps (split off)

Posted by [Titan1x77](#) on Tue, 17 Feb 2004 14:44:45 GMT

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Crimson But if all these anti-ACK folks praise Titan just to spite ACK, he's not going to be motivated to improve.

How the hell do you know what motivates me?

See the Readme for High Noon 2as it states "thanks to Aircraftkiller for the inspiration"

not thats the only thing that motivates me...theres many factors on which I like to improve my maps...for one, Im still learning the ren-x tools and finding new ways to do things at a faster rate.

and I think the using of the word "praise" is a little overboard...because people say nice job keep it up??

and ACK always claims I want people to kiss my ass??

Seems like he interputs it like that becuase someone else's maps are enjoyed by players in this community.

If everyone including ack or if noone in the entire community enjoyed my maps ..It wouldn't make a difference, I'm still going to try and create the map to the best of my abilites.

all in all...my maps that have been created as of the past 3 months have great gameplay and look nice....This is my opinion by playing them in a couple of servers and seeing that gameplay matches those of WW maps and actually High noon 2 surpases that gameplay by involving every aspect of this game.

KOTH was a new type of gameplay...That i wanted to see how it fairs with the community.

It's not going to be liked by the people who mainly use tanks...it's a one shot kill type map...where people who think they are good with a ramjet can go out and prove how good they are with there havoc's and sakura's.

I would like to thank all of those who have put in there input on how to improve my maps to be more enjoyable...this spans from server owners to the players themselves...Thank you!
