
Subject: Should we fix jumping on barracks on Canyon?
Posted by [Aircraftkiller](#) on Fri, 02 Jul 2004 17:38:06 GMT
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LOL

Okay, lets start with you next...

Quote:Mr. Kearns' word is valid because he was on the payroll. Because he helped create this masterpiece.

He wasn't on a payroll to talk about "mod communities" that he wasn't active in with C&C. The game is not a masterpiece, but the engine is.

Quote:If you follow your OWN logic that exposure to the Westwood Development team validates your opinion of Renegade, then the same applies to Mr. Kearns even more so. Your disagreement with him, has no merit. You are going against the will of the very company you claim to represent.

He wasn't on a payroll to talk about "mod communities" that he wasn't active in with C&C. Eric isn't WS, he was part of WS.

Quote:A westwood studios employee is a far more credible resource than a kid who made a map, and emailed some folks at Westwood to get it in a patch.

How do you know what happened? That's right, you don't.

Quote:And if you remember correctly, you alone didn't get it in there. The community was polled by Delphi to see if it should be considered. When the response was an overwhelming "YES" it was included.

No he wasn't. Delphi wasn't even around at September of 2002, he was too busy promoting Generals for EA-P. There was no poll.

I asked Greg Hjelstrom if we could spare the resources to get in an additional level for the game, one that was supposed to be in at the 1.030 patch, and he found a way to get it in through the QA team. I submitted several versions to them and they finally accepted the version we're using now after a patch to 1.036.

Quote:You have forgotten who helped get you where you are.

No, I haven't. This entire community has helped me get where I am.

Quote:The very same Mod community that you now forsake, and Westwood employees who trusted you with thier hard worked resources that you now squander.

I've always forsaken this "mod community" because it was always garbage. There have been a few gems in the rough that I've picked up and asked to help me with Renegade Alert but that's about it. I haven't squandered anything. If you want to see work squandered, go look at SeaMan

placing specular highlighting over a metal Tiberium Harvester to make it look wrapped in freezer wrap.
