
Subject: Will adding presets in Commando beyond the original map let
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:07:00 GMT

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I need to know if I can add more presets to my map, there's a few things I can't do for the Communications Centers unless I am able to add presets.

Subject: Will adding presets in Commando beyond the original map let
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:12:00 GMT

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You can probably use mix but it will also probably really mess things up. WW said that it you shouldn't use mix for maps because of diff bullet speeds etc could cause some crazy things in Renegade and all I think.

Subject: Will adding presets in Commando beyond the original map let
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:13:00 GMT

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quote:Originally posted by NameHunter:You can probably use mix but it will also probably really mess things up. WW said that it you shouldn't use mix for maps because of diff bullet speeds etc could cause some crazy things in Renegade and all I think.Stop spamming...

Subject: Will adding presets in Commando beyond the original map let
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:18:00 GMT

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yes, i used the helipad and it worked as a mix for me..make backup of ALL and save

Subject: Will adding presets in Commando beyond the original map let
Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:20:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:You can probably use mix but it will also probably really mess things up. WW said that it you shouldn't use mix for maps because of diff bullet speeds etc could cause some crazy things in Renegade and all I think.Stop spamming...I'm not spamming. When I made my mod did I make a diff topic for every little thing about it? I didnt go Humm-vee Warz released! and then 5 min later New screens for the Humm-vee Warz Patch! I didnt do that,I kept it under one topic. Alot unlike you.

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:25:00 GMT

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quote:Originally posted by NameHunter: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by NameHunter:You can probably use mix but it will also probably really mess things up. WW said that it you shouldn't use mix for maps because of diff bullet speeds etc could cause some crazy things in Renegade and all I think.Stop spamming...I'm not spamming. When I made my mod did I make a diff topic for every little thing about it? I didnt go Humm-vee Warz released! and then 5 min later New screens for the Humm-vee Warz Patch! I didnt do that,I kept it under one topic. Alot unlike you.You registered not even 15 days ago, and you have over 500 posts. That's more than spam, it's annoying, so GTF out of here or stop spamming, you n00b.

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:31:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:
quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:You can probably use mix but it will also probably really mess things up. WW said that it you shouldn't use mix for maps because of diff bullet speeds etc could cause some crazy things in Renegade and all I think.Stop spamming...I'm not spamming. When I made my mod did I make a diff topic for every little thing about it? I didnt go Humm-vee Warz released! and then 5 min later New screens for the Humm-vee Warz Patch! I didnt do that,I kept it under one topic. Alot unlike you.You registered not even 15 days ago, and you have over 500 posts. That's more than spam, it's annoying, so GTF out of here or stop spamming, you n00b.I am not going to dare even fight with you. But ya know what is also annoying? Constantly seeing it's Nod not NOD.

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:32:00 GMT

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quote:Originally posted by NameHunter: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by NameHunter: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by NameHunter:You can probably use mix but it will also probably really mess things up. WW said that it you shouldn't use mix for maps because of diff bullet speeds etc could cause some crazy things in Renegade and all I think.Stop spamming...I'm not spamming. When I made my mod did I make a diff topic for every little thing about it? I didnt go Humm-vee Warz released! and then 5 min later New screens for the Humm-vee Warz Patch! I didnt do that,I kept it under one topic. Alot unlike you.You registered not even 15 days ago, and you have over 500 posts. That's more than spam, it's annoying, so GTF out of here or stop spamming, you n00b.I am not going to dare even fight with you. But ya know what is also annoying? Constantly seeing it's Nod not NOD.That's because it is Nod, not NOD. It's also like you're a spammer. Both are facts.

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:40:00 GMT

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almost and all the posts here are some big spams!ACK, try what i said, back up and mix

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:51:00 GMT

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quote:Originally posted by psg243246:almost and all the posts here are some big spams!ACK, try what i said, back up and mixYeah, I'll give it a shot.

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:53:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:
quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:You can probally use mix but it will also probally really mess things up. WW said that it you shouldn't use mix for maps because of diff bullet speeds etc could cause some crazy things in Renegade and all I think.Stop spamming...I'm not spamming. When I made my mod did I make a diff topic for every little thing about it? I didnt go Humm-vee Warz released! and then 5 min later New screens for the Humm-vee Warz Patch! I didnt do that,I kept it under one topic. Alot unlike you.You registered not even 15 days ago, and you have over 500 posts. That's more than spam, it's annoying, so GTF out of here or stop spamming, you n00b.I though you where Cool Aircraft Killer.. But your not.. your Turning in to that LOSER THE BUZZER.. WTF IS WRONG WITH YOU LATTLY? you been attacking the Poor Kid.. when he is just trying to help you.. Shame.. on.. you

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 09:58:00 GMT

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mmm, ACK, are you done with hte PTs?if so, how did u did that? with my idea?

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:01:00 GMT

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@ HavocMan (so as not to start a quote chain).ACK just judges too many things on Post Count.

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:23:00 GMT

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quote:Originally posted by Havocman: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by NameHunter: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by NameHunter:You can probally use mix but it will also probally really mess things up. WW said that it you shouldn't use mix for maps because of diff bullet speeds etc could cause some crazy things in Renegade and all I think.Stop spamming...I'm not spamming. When I made my mod did I make a diff topic for every little thing about it? I didnt go Humm-vee Warz released! and then 5 min later New screens for the Humm-vee Warz Patch! I didnt do that,I kept it under one topic. Alot unlike you.You registered not even 15 days ago, and you have over 500 posts. That's more than spam, it's annoying, so GTF out of here or stop spamming, you n00b.I though you where Cool Aircraft Killer.. But your not.. your Turning in to that LOSER THE BUZZER.. WTF IS WRONG WITH YOU LATTLY? you been attacking the Poor Kid.. when he is just trying to help you.. Shame.. on.. youHe's not trying to help, he's just saying: 'Well I think it does this and that and WS might have well i dont know maybe i think duh duh duh blah blah blah.'That isn't help. It's just spam.

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:28:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Havocman:
quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:
quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:You can probally use mix but it will also probally really mess things up. WW said that it you shouldn't use mix for maps because of diff bullet speeds etc could cause some crazy things in Renegade and all I think.Stop spamming...I'm not spamming. When I made my mod did I make a diff topic for every little thing about it? I didnt go Humm-vee Warz released! and then 5 min later New screens for the Humm-vee Warz Patch! I didnt do that,I kept it under one topic. Alot unlike you.You registered not even 15 days ago, and you have over 500 posts. That's more than spam, it's annoying, so GTF out of here or stop spamming, you n00b.I though you where Cool Aircraft Killer.. But your not.. your Turning in to that LOSER THE BUZZER.. WTF IS WRONG WITH YOU LATTLY? you been attacking the Poor Kid.. when he is just trying to help you.. Shame.. on.. youHe's not trying to help, he's just saying: 'Well I think it does this and that and WS might have well i dont know maybe i think duh duh duh blah blah blah.'That isn't help. It's just spam.It is info. Also you claim that informing your fans that of info that they ask for is spam. I say that because people needed it I increased the deploy delay and you say that is spam. Can you stop playing God and acting like everyone who is not you is an idiot?

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:36:00 GMT

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ACK, can u send me a message on msn please?psg243246@msn.com

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 10:56:00 GMT

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quote:Originally posted by NameHunter: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by Havocman: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by NameHunter: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by NameHunter:You can probably use mix but it will also probably really mess things up. WW said that it you shouldn't use mix for maps because of diff bullet speeds etc could cause some crazy things in Renegade and all I think.Stop spamming...I'm not spamming. When I made my mod did I make a diff topic for every little thing about it? I didnt go Humm-vee Warz released! and then 5 min later New screens for the Humm-vee Warz Patch! I didnt do that,I kept it under one topic. Alot unlike you.You registered not even 15 days ago, and you have over 500 posts. That's more than spam, it's annoying, so GTF out of here or stop spamming, you n00b.I though you where Cool Aircraft Killer.. But your not.. your Turning in to that LOSER THE BUZZER.. WTF IS WRONG WITH YOU LATTLY? you been attacking the Poor Kid.. when he is just trying to help you.. Shame.. on.. youHe's not trying to help, he's just saying: 'Well I think it does this and that and WS might have well i dont know maybe i think duh duh duh blah blah blah.'That isn't help. It's just spam.It is info. Also you claim that informing your fans that of info that they ask for is spam. I say that because people needed it I increased the deploy delay and you say that is spam. Can you stop playing God and acting like everyone who is not you is an idiot?You're a n00b, and you're an idiot. Enough said, case is proven.

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:03:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:
quote:Originally posted by aircraftkiller2001: quote:Originally posted by Havocman:
quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:
quote:Originally posted by aircraftkiller2001: quote:Originally posted by NameHunter:You can probably use mix but it will also probably really mess things up. WW said that it you shouldn't use mix for maps because of diff bullet speeds etc could cause some crazy things in Renegade and all I think.Stop spamming...I'm not spamming. When I made my mod did I make a diff topic for every little thing about it? I didnt go Humm-vee Warz released! and then 5 min later New screens for the Humm-vee Warz Patch! I didnt do that,I kept it under one topic. Alot unlike you.You registered not even 15 days ago, and you have over 500 posts. That's more than spam, it's annoying, so GTF out of here or stop spamming, you n00b.I though you where Cool Aircraft Killer.. But your not.. your Turning in to that LOSER THE BUZZER.. WTF IS WRONG WITH YOU LATTLY? you been attacking the Poor Kid.. when he is just trying to help you.. Shame.. on.. youHe's not trying to help, he's just saying: 'Well I think it does this and that and WS might have well i dont know maybe i think duh duh duh blah blah blah.'That isn't help. It's just spam.It is info. Also you claim that informing your fans that of info that they ask for is spam. I say that because people needed it I increased the deploy delay and you say that is spam. Can you stop playing God and acting like everyone who is not you is an idiot?You're a n00b, and you're an idiot. Enough said, case is proven.With something other then post count? Post count is nothing. I have helped some people here and some have also enjoyed the mod of which I have created. But ya know what? I'm done

with you. You have to insult others constantly in order to look better. You mine as well stop trying to insult me because insults, to me, mean nothing.

Subject: Will adding presets in Commando beyond the original map let
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:10:00 GMT

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quote:Originally posted by NameHunter: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by NameHunter: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by Havocman: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by NameHunter: quote:Originally posted by aircraftkiller2001:
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Subject: Will adding presets in Commando beyond the original map let
Posted by [Anonymous](#) on Mon, 17 Jun 2002 11:26:00 GMT

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Can't we all just get along?!

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Tue, 18 Jun 2002 08:10:00 GMT

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Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Tue, 18 Jun 2002 08:40:00 GMT

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OMG ACK I can't believe you're quoting all that!!

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Tue, 18 Jun 2002 08:44:00 GMT

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quote:Originally posted by YSLMuffins:OMG ACK I can't believe you're quoting all that!!LOL

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Tue, 18 Jun 2002 09:32:00 GMT

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ignore ack, he's one of those people that cant stand being wrong, i should know how to deal with them 'cause my dad is one. just ignore him and he'll go away or just pretend to appease him then go do your own thing.

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Tue, 18 Jun 2002 09:42:00 GMT

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ACK, you add a new present when you add the terrain, correct? So I don't see why adding presents in other places should prevent it being a mix, although stuff like new vehicles and infantry won't work.

Subject: Will adding presets in Commando beyond the original map let

Posted by [Anonymous](#) on Tue, 18 Jun 2002 09:47:00 GMT

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quote:Originally posted by YSLMuffins:ACK, you add a new present when you add the terrain, correct? So I don't see why adding presents in other places should prevent it being a mix, although stuff like new vehicles and infantry won't work. Just to imitate ACK:It's presets not

presents!!Get it straight

Subject: Will adding presets in Commando beyond the original map let
Posted by [Anonymous](#) on Tue, 18 Jun 2002 10:32:00 GMT
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Whatever. To tell you the truth all this time I thought it was "presents." Oh well.

Subject: Will adding presets in Commando beyond the original map let
Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:15:00 GMT
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quote:Originally posted by YSLMuffins:Whatever. To tell you the truth all this time I thought it was "presents." Oh well.I know what you're saying about the preset additions, but every time I tried adding a MCT preset; ****ing game crashes when the map loads.

Subject: Will adding presets in Commando beyond the original map let
Posted by [Anonymous](#) on Tue, 18 Jun 2002 13:19:00 GMT
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Hmmm I thought there was a 'generic' MCT somewhere. You know, one of those invisible boxes under the Tile presets.

Subject: Will adding presets in Commando beyond the original map let
Posted by [Anonymous](#) on Thu, 20 Jun 2002 06:40:00 GMT
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quote:-----Originally posted by
NameHunter:quote:-----Originally posted
by aircraftkiller2001:quote:-----Originally
posted by
NameHunter:quote:-----Originally posted
by aircraftkiller2001:quote:-----Originally
posted by Havocman:quote:-----Originally
posted by
aircraftkiller2001:quote:-----Originally
posted by
NameHunter:quote:-----Originally posted
by aircraftkiller2001:quote:-----Originally
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think.....-Stop
spamming.....-I'm not spamming. When I made my mod did I make a diff topic for every little thing about it? I didnt go Humm-vee Warz released! and then 5 min later New screens for the Humm-vee Warz Patch! I didnt do that,I kept it under one topic. Alot unlike you.....-You registered not even 15 days ago, and you have over 500 posts. That's more than spam, it's annoying, so GTF out of here or stop spamming, you n00b.....-I though you where Cool Aircraft Killer.. But your not.. your Turning in to that LOSER THE BUZZER.. WTF IS WRONG WITH YOU LATTLY? you been attacking the Poor Kid.. when he is just trying to help you.. Shame.. on.. you.....-He's not trying to help, he's just saying: 'Well I think it does this and that and WS might have well i dont know maybe i think duh duh duh blah blah blah.'That isn't help. It's just spam.....-It is info. Also you claim that informing your fans that of info that they ask for is spam. I say that because people needed it I increased the deploy delay and you say that is spam. Can you stop playing God and acting like everyone who is not you is an idiot?.....-You're a n00b, and you're an idiot. Enough said, case is proven.....-With something other then post count? Post count is nothing. I have helped some people here and some have also enjoyed the mod of which I have created. But ya know what? I'm done with you. You have to insult others constantly in order to look better. You mine as well stop trying to insult me because insults,to me,mean nothing. -----If they meant nothing to you, then you never would have replied. You've helped people, OH WOW. So have I, in the two years I've been around the WS community. I've also done a helluva lot more than you have, yet this is about the only time I say anything about it. I don't care what your excuses are, you're spamming the forums like a little n00b because Devinoch opened the registration again. You were waiting all this time to post horrid amounts of spam just to make yourself look good to people.Thank you, come again! Idiot. -----NameHunter.....I OWN JOO!!!!!!!!!!!!!!!!!!!!!!
