
Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 08:16:00 GMT

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I know there are only a few people that know how to do weapons and Im one of them. But is there anyone that can get the hands perfect? I can get them pretty close. But I had an Idea. Ya know in halflife how you have to put the hand models in? What if we tried that? I would need a .gmax version of the hands though.

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 10:21:00 GMT

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I've just made my first building. I have a problem, I don't know how to get it working. Is there a tutorial for making buildings working? Some
pics:<http://www.n00bstories.com/image.view.php?id=1960855394&gallery=1577><http://www.n00bstories.com/image.view.php?id=1638794839&gallery=1577><http://www.n00bstories.com/image.view.php?id=1138069541&gallery=1577><http://www.n00bstories.com/image.view.php?id=1407199861&gallery=1577><http://www.n00bstories.com/image.view.php?id=1131221435&gallery=1577><http://www.n00bstories.com/image.view.php?id=1353332905&gallery=1577>

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 10:26:00 GMT

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That's not bad. How many ploys is it? As for making it work, just give it the Obelisk controller for now. You can always customize the beam to make it look more like a Prism Tower later.

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 10:33:00 GMT

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i dont think it will work cause in game there are already 2 hands. and if you added hands then youll see r hands ingame.

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 11:10:00 GMT

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Its been done. By my team. Oh and my team's looks much better then yours.

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 11:18:00 GMT

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quote:Originally posted by CyborgDC:Its been done. By my team.Oh and my team's looks much better then yours.You sure do know how to throw mud into someone's face. You will have to bone the structure properly so the game knows it is a base defence structure (bones as in Origin, Turret, Barrel, MuzzleA). Not to bad for a first building though.Contact me if you have questions.....i actually have some free time

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 11:25:00 GMT

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That looks incredible! quote:

quote:-----Originally posted by CyborgDC:Its been done. By my team.Oh and my team's looks much better then yours.-----You sure do know how to throw mud into someone's face Yeah, he sure does. We dont care if you made one thats better, post your own topic to show it off, dont flame other people.

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 11:26:00 GMT

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quote:Originally posted by Gernader8: quote:Originally posted by CyborgDC:Its been done. By my team.Oh and my team's looks much better then yours.You sure do know how to throw mud into someone's face. You will have to bone the structure properly so the game knows it is a base defence structure (bones as in Origin, Turret, Barrel, MuzzleA). Not to bad for a first building though.Contact me if you have questions.....i actually have some free time Man, you should see ours, then you will know why I said it.

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 11:34:00 GMT

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quote: Its been done. By my team.Oh and my team's looks much better then yours. I know that your prismtower is much better than mine but this is my FIRST building.

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 11:39:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by Gernader8: quote:Originally posted by CyborgDC:Its been done. By my team.Oh and my team's looks much better then yours.You sure do know how to throw mud into someone's face. You will have to bone the structure properly so the game knows it is a base defence structure (bones as in Origin, Turret, Barrel, MuzzleA). Not to bad for a first building though.Contact me if you have questions.....i actually have some free time Man, you should see ours, then you will know why I said it.Then, why don't you show it to us?

Subject: Weapons!
Posted by [Anonymous](#) on Tue, 24 Dec 2002 11:59:00 GMT
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quote:Originally posted by Slayer 143: quote: Its been done. By my team.Oh and my team's looks much better then yours. I know that your prismtower is much better than mine but this is my FIRST building.Oh its your first. Well its a good start, better then my first model.

Subject: Weapons!
Posted by [Anonymous](#) on Tue, 24 Dec 2002 13:18:00 GMT
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looks kewl, although MAYBE a bit tall

Subject: Weapons!
Posted by [Anonymous](#) on Tue, 24 Dec 2002 13:32:00 GMT
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What meens kewl? I'm dutch.

Subject: Weapons!
Posted by [Anonymous](#) on Tue, 24 Dec 2002 14:15:00 GMT
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quote:Originally posted by Slayer 143:What meens kewl? I'm dutch. LMAO
HAHAHA.....kewl=cool

Subject: Weapons!
Posted by [Anonymous](#) on Tue, 24 Dec 2002 14:32:00 GMT
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CyborgDC: don't think that your team has the best models... the models done by Reborn, Ren

Alert and Chronowar are much better...

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 16:00:00 GMT

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quote:Originally posted by Klesk:CyborgDC: don't think that your team has the best models... the models done by Reborn, Ren Alert and Chronowar are much better...He's right you know, not to mention yours are riddled with excess polygons. It eludes me how you could possibly have a model that bad with so many polygons.

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 16:32:00 GMT

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quote:Originally posted by Laser2150:Why does everyone call me lazer!!!! im so misunderstood... not bad for a first building! keep up the good work! My bad man, I thought you spell it with a z. To be different from the real way to spell it with a s.

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 16:39:00 GMT

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quote:Originally posted by CatburtHRD:I see that you already apologized but just for the heck of it im sending a letter to the past saying, "Yeah, up yours CyborgB-OCH."I am going to say nothing

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 16:44:00 GMT

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quote:Originally posted by Klesk:CyborgDC: don't think that your team has the best models... the models done by Reborn, Ren Alert and Chronowar are much better...**** man, you have seen nothing from our team's models. If I wanted to show you guys what we have done so far, I would have, but now all yall stop assuming.

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 16:57:00 GMT

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Talking about Chronowar, start making your own models. Where's your Chronosphere..... I know, I have it .Reborn..... Never seen yall's work.Ren Alert, your models look nothing like the model from Red Alert 2. They look too fake, yall are using the old logo from Red Alert 1. And texture lol.If your going to make a mod from a game, make it look something like from the game and don't steal from the Westwood's models. At least make some.NOW YALL SHUT UP. [December 24, 2002, 17:05: Message edited by: CyborgDC]

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 17:07:00 GMT

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Reborn= good models, need some textureing with the MRLS Renalert= GOD-like mod
chonowar= ok models which need some texturing at least we don't steal models like chonowar
has from WW.Orca, shut up. it seems it is only you and ACK who don't like the model. and excess
polys my ass. i don't know what polys you are talking about.

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 17:41:00 GMT

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Whoa whoa whoa....Chronowar best models? There all ww's models. Also i believe nova has
some nice models, we got Havoc 89 on our team to;) The Redgade mod has sweet ones. So
does reborn and RA1. But chronowar just took there models from Westwood. So they really
didn't model them. A lot of people could get them working in a game.

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 19:32:00 GMT

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quote:Originally posted by greenhaze2003:Whoa whoa whoa....Chronowar best models? There all
ww's models. Also i believe nova has some nice models, we got Havoc 89 on our team to;) The
Redgade mod has sweet ones. So does reborn and RA1. But chronowar just took there models
from Westwood. So they really didn't model them. A lot of people could get them working in a
game.Its Redagade. You change the d and the a from Renegade.

Subject: Weapons!

Posted by [Anonymous](#) on Tue, 24 Dec 2002 19:57:00 GMT

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Cyborg we aleadly got one ack, we don't need another!!! merry chirstmas by the way.

Subject: Weapons!

Posted by [Anonymous](#) on Wed, 25 Dec 2002 00:01:00 GMT

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quote:Originally posted by vlokbtoky03: quote:Originally posted by CyborgDC: quote:Originally posted by Gernader8: quote:Originally posted by CyborgDC:Its been done. By my team.Oh and my team's looks much better then yours.You sure do know how to throw mud into someone's face. You will have to bone the structure properly so the game knows it is a base defence structure (bones as in Origin, Turret, Barrel, MuzzleA). Not to bad for a first building though.Contact me if you have questions.....i actually have some free time Man, you should textured, and I need permission from Lazer to post it. And I did not say nothing about the texture.

Subject: Weapons!

Posted by [Anonymous](#) on Wed, 25 Dec 2002 00:17:00 GMT

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quote: Contact me if you have questions.....i actually have some free time O.k I think i need a lot of help

Subject: Weapons!

Posted by [Anonymous](#) on Wed, 25 Dec 2002 00:17:00 GMT

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But at itmes i can get the hands not to hsow up kinda weird.

Subject: Weapons!

Posted by [Anonymous](#) on Wed, 25 Dec 2002 00:38:00 GMT

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try it. and good luck.

Subject: Weapons!

Posted by [Anonymous](#) on Wed, 25 Dec 2002 00:43:00 GMT

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Why does everyone call me lazer!!!! im so misunderstood.... not bad for a first building! keep up the good work!

Subject: Weapons!

Posted by [Anonymous](#) on Wed, 25 Dec 2002 00:46:00 GMT

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thanks

Subject: Weapons!

Posted by [Anonymous](#) on Wed, 25 Dec 2002 00:59:00 GMT

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I see that you already apologized but just for the heck of it I'm sending a letter to the past saying, "Yeah, up yours Cyborg-OCH."

Subject: Weapons!

Posted by [Anonymous](#) on Wed, 25 Dec 2002 00:59:00 GMT

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I think it looks really good, especially for a first model. Cyborg just likes to think that his mod is the best. Just go to his site you'll feel better about your model.

Subject: Weapons!

Posted by [Anonymous](#) on Wed, 25 Dec 2002 11:00:00 GMT

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You can make hands, but they must be in a special position. Export the hands as an animated model than go in the presents to the soldier and select under 3rd person hand your hand model. But there is a big problem, the hands are only there in that position in which you took them in gmax. I

Renegade hands

Subject: Weapons!

Posted by [Anonymous](#) on Wed, 25 Dec 2002 23:03:00 GMT

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quote:Originally posted by CyborgDC: Talking about Chronowar, start making your own models. Where's your Chronosphere..... I know, I have it. .Reborn..... Never seen yall's work. Ren Alert, your models look nothing like the model from Red Alert 2. They look too fake, yall are using the old logo from Red Alert 1. And texture lol. If you're going to make a mod from a game, make it look something like from the game and don't steal from the Westwood's models. At least make some. NOW YALL SHUT UP. Um, Renegade Alert is based on Red Alert, not Red Alert II. Your models are mediocre at best... And I've seen plenty of structure modelers who can beat the hell out of what you've made, namely Gernader8, as he's done almost every RA structure in the game besides a few I finished myself. You, however, made a Chronosphere and proclaimed yourself to

be the best structure modeler out there. Wow, go you! Now since it's Christmas time and all... Go deposit some money in the Vend-A-Brain machine. It's for a good cause, you know.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 05:55:00 GMT

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quote:Originally posted by aircraftkiller2001:Your models are mediocre at best... And I've seen plenty of structure modelers who can beat the hell out of what you've made, namely Gernader8, as he's done almost every RA structure in the game besides a few I finished myself. You, however, made a Chronosphere and proclaimed yourself to be the best structure modeler out there. For now you can say of what you have seen in the past. You have no idea of what my team/me are doing now. I can make my model a lot better than they are right now but people are worried about, high polygon, oh **** you got too much polygons in that building, no no, very bad. Were did I proclaim that I am the best structure modeler out there? Next thing, Chronosphere is not my best model.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 06:37:00 GMT

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quote:Originally posted by Slayer 143:I've just made my first building. I have a problem, I don't know how to get it working. Is there a tutorial for making buildings working? Some pics:
<http://www.n00bstories.com/image.view.php?id=1960855394&gallery=1577>
<http://www.n00bstories.com/image.view.php?id=1638794839&gallery=1577>
<http://www.n00bstories.com/image.view.php?id=1138069541&gallery=1577>
<http://www.n00bstories.com/image.view.php?id=1407199861&gallery=1577>
<http://www.n00bstories.com/image.view.php?id=1131221435&gallery=1577>
<http://www.n00bstories.com/image.view.php?id=1353332905&gallery=1577> Woah! That's one excellent model, It would be excellent if you were to release it as many modders / mappers would be pleased to use it in their maps I'm sure.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 07:10:00 GMT

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CyborgDC, can you show some pictures from your "work" with the information how many polys

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 08:20:00 GMT

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There Cyborg goes again tossing around our work and bragging.he is so misunderstood....lol jk cyborg!

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 09:25:00 GMT

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quote: Woah! That's one excellent model, It would be excellent if you were to release it as many modders / mappers would be pleased to use it in thier maps I'm sure.----- O.k I'm gonna release it.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 09:42:00 GMT

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I think I'm gonna release it tomorrow.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 10:06:00 GMT

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quote:Originally posted by Demolition man: CyborgDC, can you show some pictures from your "work" with the information how many polys Exactly, you keep boasting about the "greatness" of your work, well maybe the reason you aren't showing much of it to us is because it isn't that good. Also, how can you say you are a such a good modeler if you haven't contributed a single model to any mod or map except your own mod, which will soon die any way with your excuse being "We can't find a good enough skinner".BTW: belive me, there is way much more to building models than you may think.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 10:13:00 GMT

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quote:Originally posted by OrcaPilot26: quote:Originally posted by Demolition man: CyborgDC, can you show some pictures from your "work" with the information how many polys Exactly, you keep boasting about the "greatness" of your work, well maybe the reason you aren't showing much of it to us is because it isn't that good. Also, how can you say you are a such a good modeler if you haven't contributed a single model to any mod or map except your own mod, which will soon die any way with your excuse being "We can't find a good enough skinner".BTW: belive me, there is way much more to building models than you may think.Wrong again. We got some skimmers, but we need more.I was not boasting about my models. I was just showing progress report on the models my team has made so far.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 11:10:00 GMT

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quote:Originally posted by CyborgDC:Wrong again. We got some skimmers, but we need more.I was not boasting about my models. I was just showing progress report on the models my team has made so far.sure, not boasting quote:Originally posted by CyborgDC:Oh and my team's looks much better then yours.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 11:20:00 GMT

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quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC:Wrong again. We got some skimmers, but we need more.I was not boasting about my models. I was just showing progress report on the models my team has made so far.sure, not boasting quote:Originally posted by CyborgDC:Oh and my team's looks much better then yours. Do you have a reading problem? I never made a Prism Tower, Laser off my team made it.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 11:35:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC:Wrong again. We got some skimmers, but we need more.I was not boasting about my models. I was just showing progress report on the models my team has made so far.sure, not boasting quote:Originally posted by CyborgDC:Oh and my team's looks much better then yours. Do you have a reading problem? I never made a Prism Tower, Laser off my team made it.and what you're trying to say is...

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 13:42:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by aircraftkiller2001:Your models are mediocre at best... And I've seen plenty of structure modelers who can beat the hell out of what you've made, namely Gernader8, as he's done almost every RA structure in the game besides a few I finished myself.You, however, made a Chronosphere and proclaimed yourself to be the best structure modeler out there.For now you can say of what you have seen in the past. You have no idea of what my team/me are doing now. I can make my model a lot better then they are right now but people are worried about, high polygon, oh **** you got too much polygons in that building, no no, very bad.Were did I proclaim that I am the best structure modeler out there?Next thing, Chronosphere is not my best model.You changed your signature recently from "I'm the best structure modeler in Renegade" back to what it is now. Doesn't matter though...

You're still showing the same bull****."How to model like the best. *Tutorial*.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 13:48:00 GMT

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My grandma could make better buildings than you, CyborgDC. Everyone can stick a few boxes together like you.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 14:00:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by CyborgDC:
quote:Originally posted by aircraftkiller2001:Your models are mediocre at best... And I've seen plenty of structure modelers who can beat the hell out of what you've made, namely Gernader8, as he's done almost every RA structure in the game besides a few I finished myself. You, however, made a Chronosphere and proclaimed yourself to be the best structure modeler out there. For now you can say of what you have seen in the past. You have no idea of what my team/me are doing now. I can make my model a lot better than they are right now but people are worried about, high polygon, oh **** you got too much polygons in that building, no no, very bad. Were did I proclaim that I am the best structure modeler out there? Next thing, Chronosphere is not my best model. You changed your signature recently from "I'm the best structure modeler in Renegade" back to what it is now. Doesn't matter though... You're still showing the same bull****."How to model like the best. *Tutorial*.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 14:03:00 GMT

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quote:Originally posted by Silent Kane:My grandma could make better buildings than you, CyborgDC. Everyone can stick a few boxes together like you. Now STFU you n00b, your not in this. Stop talking smack that you can't back up.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 14:48:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by aircraftkiller2001:
quote:Originally posted by CyborgDC: quote:Originally posted by aircraftkiller2001:Your models are mediocre at best... And I've seen plenty of structure modelers who can beat the hell out of what you've made, namely Gernader8, as he's done almost every RA structure in the game

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Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 15:19:00 GMT

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quote:Originally posted by aircraftkiller2001: You're not Bill Clinton... Which means you're not going to succeed at "Well, that depends on what the definition of 'best' is." I've explained the facts, you ignore them and dance around them with poor English and mediocre intellect. You'll stay the best in your own mind... Where only you count. Out here, where people don't care about you, you'll be the same loser you already are. What am I? Flypaper for morons? Well, good job for speaking up, you are entitled to your own stupid opinion.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 16:45:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by Silent Kane: My grandma could make better buildings than you, CyborgDC. Everyone can stick a few boxes together like you. Now STFU you n00b, your not in this. Stop talking smack that you can't back up. Heheheheh.... funny how you have not backed yourself up yet [December 26, 2002, 16:46: Message edited by: Gernader8]

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 17:48:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by Silent Kane: My grandma could make better buildings than you, CyborgDC. Everyone can stick a few boxes together like you. Now STFU you n00b, your not in this. Stop talking smack that you can't back up. You know he's right. All you seem to be doing is sticking a few simple meshes together and calling it a great building model. Modeling is not sticking together a few mesh primitives. It's optimizing and modifying and optimizing and modifying those primitives so they retain only a fourth of their original polycount. Your models are a good start but you still have much to learn. Not to mention you have to make those buildings actually work, and it isn't as simple as adding an MCT. Also, if you are one of the best building modellers, who is better or as good as you, Besides members of your own mod team.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 18:23:00 GMT

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I think Cyborg is taking Ack's place as most hated member of the modding community. Personally I think he deserves it. Mostly I just love how he says that he has these models that are being "worked on" and are the best. However has anyone outside the team seen these? He's been bragging for so long. You can brag when you release something. Then we'll laugh and you can say you're working on something again.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 18:45:00 GMT

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quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by Silent Kane:My grandma could make better buildings than you, CyborgDC.Everyone can stick a few boxes together like you.Now STFU you n00b, your not in this. Stop talking smack that you can't back up.You know he's right. All you seem to be doing is sticking a few simple meshes together and calling it a great building model . Modeling is not sticking together a few mesh primitives. It's optimizing and modifying and optimizing and modifying those primitives so they retain only a fourth of their original polycount. Your models are a good start but you still have much to learn. Not to mention you have to make those buildings actually work, and it isn't as simple as adding an MCTAlso, if you are one of the best building modellers, who is better or as good as you, Besides members of your own mod team.Then you obviously don't know how I do my models. When we release more screenshots of our progress then you will stop talking. But for now judge of what you have seen so far. Nobody said anything negative about my team's models when I last release the progress report. So now stop making up these things you got no proof that I do.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 18:46:00 GMT

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quote:Originally posted by JTBob:I think Cyborg is taking Ack's place as most hated member of the modding community. Personally I think he deserves it. Mostly I just love how he says that he has these models that are being "worked on" and are the best. However has anyone outside the team seen these? He's been bragging for so long. You can brag when you release something. Then we'll laugh and you can say you're working on something again.Like I said before. Well, good job for speaking up, you are entitled to your own stupid opinion.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 18:48:00 GMT

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Can someone tell me what the hell is a "remember"???

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 19:16:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by Silent Kane:My grandma could make better buildings than you, CyborgDC.Everyone can stick a few boxes together like you.Now STFU you n00b, your not in this. Stop talking smack that you can't back up.You know he's right. All you seem to be doing is sticking a few simple meshes together and calling it a great building model . Modeling is not sticking together a few mesh primitives. It's optimizing and modifying and optimizing and modifying those primitives so they retain only a fourth of their original polycount. Your models are a good start but you still have much to learn. Not to mention you have to make those buildings actually work, and it isn't as simple as adding an MCTAlso, if you are one of the best building modellers, who is better or as good as you, Besides members of your own mod team.Then you obviously don't know how I do my models. When we release more screenshots of our progress then you will stop talking. But for now judge of what you have seen so far. Nobody said anything negative about my team's models when I last release the progress report. So now stop making up these things you got no proof that I do.No proof, I can easily tell how crude your models are just from the screenshots, you obviously aren't a very good observer. In fact you don't seem to be very good at anything related to Renegade modding. Of course you think you're perfect, you're better than everyone else, that everything you do is better than everyone elses. You would never admit that someone's better than you . This is simply because you think to highly of yourself. Well life doesn't work that way, you'll see, eventually you'll see.

Subject: Weapons!

Posted by [Anonymous](#) on Thu, 26 Dec 2002 19:34:00 GMT

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quote:Originally posted by OrcaPilot26:No proof, I can easily tell how crude your models are just from the screenshots, you obviously aren't a very good observer. In fact you don't seem to be very good at anything related to Renegade modding. Of course you think you're perfect, you're better than everyone else, that everything you do is better than everyone elses. You would never admit that someone's better than you . This is simply because you think to highly of yourself. Well life doesn't work that way, you'll see, eventually you'll see.What are you a mind reader, your again assuming everything. I never said I was perfect, and I never said I was the best.What do you mean by crude?Get your ass on MSN and we will talk about what need to be settled. [December 26, 2002, 19:35: Message edited by: CyborgDC]

Subject: Weapons!

Posted by [Anonymous](#) on Fri, 27 Dec 2002 08:47:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:No proof, I can easily tell how crude your models are just from the screenshots, you obviously aren't a very good observer. In fact you don't seem to be very good at anything related to Renegade modding. Of course you think you're perfect, you're better than everyone else, that everything you do is better than everyone elses. You would never admit that someone's better than you . This is simply because you think to highly of yourself. Well life doesn't work that way, you'll see, eventually you'll see.What are you a mind reader, your again assuming everything. I never said I was perfect, and I never said I was the best.What do you mean by crude?Get your ass on MSN and we will talk about what need to be settled.Sure, of course you never said you were the best quote: So far who has the best modelers..... My team. . So far I compared the model from our team to others and ours is way better. Look at my Nuke Silo, way better then anyone elses. quote: My chronosphere is now under 2000 exterior and FULL interior.And 4 compaired to your team's models, my models are really good, you team is not good enough to model the Chronophere, Nuke Silo, Weather Control, and ect. And I modeled them by myself. quote:Originally posted by CyborgDC: quote:Originally posted by jordyybear:What makes this RA2 mod different from all the others?The models.quote: And by the way gameplay is from Renegade engine. And from our skill. http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic;f=5;t=0_25289of course you might try to delete the topic [December 27, 2002, 08:57: Message edited by: OrcaPilot26]

Subject: Weapons!

Posted by [Anonymous](#) on Fri, 27 Dec 2002 10:17:00 GMT

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quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:No proof, I can easily tell how crude your models are just from the screenshots, you obviously aren't a very good observer. In fact you don't seem to be very good at anything related to Renegade modding. Of course you think you're perfect, you're better than everyone else, that everything you do is better than everyone elses. You would never admit that someone's better than you . This is simply because you think to highly of yourself. Well life doesn't work that way, you'll see, eventually you'll see.What are you a mind reader, your again assuming everything. I never said I was perfect, and I never said I was the best.What do you mean by crude?Get your ass on MSN and we will talk about what need to be settled.Sure, of course you never said you were the best quote: So far who has the best modelers..... My team. . So far I compared the model from our team to others and ours is way better. Look at my Nuke Silo, way better then anyone elses. quote: My chronosphere is now under 2000 exterior and FULL interior.And 4 compaired to your team's models, my models are really good, you team is not good enough to model the Chronophere, Nuke Silo, Weather Control, and ect. And I modeled them by myself. quote:Originally posted by CyborgDC: quote:Originally posted by jordyybear:What makes this RA2 mod different from all the others?The models.quote: And by the way gameplay is from Renegade engine. And from our skill. http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic;f=5;t=0_25289of course you might try to delete the topicWell I said my team has the best, in other words saying to my team they are the best. Still you could not find were I said, I was the best, I said I am better then you, I can model better then you. But no Oh you get better and best confused.

Subject: Weapons!

Posted by [Anonymous](#) on Fri, 27 Dec 2002 13:42:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:No proof, I can easily tell how crude your models are just from the screenshots, you obviously aren't a very good observer. In fact you don't seem to be very good at anything related to Renegade modding. Of course you think you're perfect, you're better than everyone else, that everything you do is better than everyone else's. You would never admit that someone's better than you. This is simply because you think too highly of yourself. Well life doesn't work that way, you'll see, eventually you'll see. What are you a mind reader, your again assuming everything. I never said I was perfect, and I never said I was the best. What do you mean by crude? Get your ass on MSN and we will talk about what needs to be settled. Sure, of course you never said you were the best.

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http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic;f=5;t=0_25289of course you might try to delete the topic Well I said my team has the best, in other words saying to my team they are the best. Still you could not find where I said, I was the best, I said I am better than you, I can model better than you. But no Oh you get better and best confused. Then answer this one question and I will stop annoying you. Who is better than you at modelling, I don't want to hear who is as good as you, who is better than you. Simple Havoc 89. That's it, only him, and he's part of your mod team.

Subject: Weapons!

Posted by [Anonymous](#) on Fri, 27 Dec 2002 15:10:00 GMT

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quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:No proof, I can easily tell how crude your models are just from the screenshots, you obviously aren't a very good observer. In fact you don't seem to be very good at anything related to Renegade modding. Of course you think you're perfect, you're better than everyone else, that everything you do is better than everyone else's. You would never admit that someone's better than you. This is simply because you think too highly of yourself. Well life doesn't work that way, you'll see, eventually you'll see. What are you a mind reader, your again assuming everything. I never said I was perfect, and I never said I was the best. What do you mean by crude? Get your ass on MSN and we will talk about what needs to be settled. Sure, of course you never said you were the best.

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Subject: Weapons!

Posted by [Anonymous](#) on Fri, 27 Dec 2002 16:28:00 GMT

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Alright let me tell you something. You may think you are a good modeller, but not many other people seem to think that, they also don't seem to think Havoc89 is very good either. Maybe it's because your models seem rushed, maybe because they have too many polygons. I also don't see you mentioned anywhere in that best modellers topic besides in your own post. It could possibly be because you are always saying that your teams stuff is better than everyone elses. However maybe, instead of throwing insults at anyone who says you are worse than you think you are, maybe you should face the truth that your work is only mediocre in the eyes of others, and why don't you at least shape up and stop insulting other people because they don't like your work.Of course I know you won't, you'll just continue being the pathetic n00b that you are.
[December 27, 2002, 16:30: Message edited by: OrcaPilot26]

Subject: Weapons!

Posted by [Anonymous](#) on Fri, 27 Dec 2002 17:17:00 GMT

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quote:Originally posted by OrcaPilot26:Alright let me tell you something. You may think you are a good modeller, but not many other people seem to think that, they also don't seem to think Havoc89 is very good either. Maybe it's because your models seem rushed, maybe because they have too many polygons. I also don't see you mentioned anywhere in that best modellers topic besides in your own post. It could possibly be because you are always saying that your teams stuff is better than everyone elses. However maybe, instead of throwing insults at anyone who says you are worse than you think you are, maybe you should face the truth that your work is only mediocre in the eyes of others, and why don't you at least shape up and stop insulting other people because they don't like your work.Of course I know you won't, you'll just continue being the pathetic n00b that you are. I don't understand you, why you starting something with ACK

now?

Subject: Weapons!

Posted by [Anonymous](#) on Sat, 28 Dec 2002 00:01:00 GMT

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quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:No proof, I can easily tell how crude your models are just from the screenshots, you obviously aren't a very good observer.

In fact you don't seem to be very good at anything related to Renegade modding. Of course you think you're perfect, you're better than everyone else, that everything you do is better than everyone else's. You would never admit that someone's better than you . This is simply because you think too highly of yourself. Well life doesn't work that way, you'll see, eventually you'll see.

What are you a mind reader, your again assuming everything. I never said I was perfect, and I never said I was the best. What do you mean by crude? Get your ass on MSN and we will talk about what needs to be settled. Sure, of course you never said you were the best

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Subject: Weapons!

Posted by [Anonymous](#) on Sat, 28 Dec 2002 00:32:00 GMT

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quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26: quote:Originally posted by CyborgDC: quote:Originally posted by OrcaPilot26:No proof, I can easily tell how crude your models are just from the screenshots, you obviously aren't a very good observer.

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http://messagebrd.westwood.ea.com/cgi-bin/boards/ren/english/ultimatebb.cgi?ubb=get_topic;f=5;t=0_25289of course you might try to delete the topicWell I said my team has the best, in other words saying to my team they are the best. Still you could not find were I said, I was the best, I said I am better then you, I can model better then you. But no Oh you get better and best confused.Then answer this one question and I will stop annoying you. Who is better than you at modelling, I don't want to hear who is as good as you, who is better than you.Simple Havoc 89.

Subject: Weapons!

Posted by [Anonymous](#) on Sat, 28 Dec 2002 00:36:00 GMT

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