
Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 09:06:00 GMT
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just finished the Terrain for my New Map, CnC_Unholy_Ground. Take a look at my Progress through the map and also, how it evolved. Pic 1 (The Beggining) Pic 2 (Coming Along) Pic 3 (Complete??) Pic 4 (Complete?? Updated) [January 03, 2003, 19:41: Message edited by: Griever89]

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 09:08:00 GMT
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[January 03, 2003, 09:10: Message edited by: gendres]

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 09:08:00 GMT
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Links should work now, I Uploaded to wrong server

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 09:09:00 GMT
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All your links got to... Topcities?!

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 09:21:00 GMT
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quote:Originally posted by Digital Dark:All your links got to... Topcities?!Ive Uploaded the Pics to n00bstories now, they SHOULD work

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 10:19:00 GMT
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They do and look good. Looks like a promising map

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 10:20:00 GMT
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nothing against you, your still learning, as am I, but make a few maps before you start hyping them up. Cause from map to map you will learn tricksand better ways of doing things.Personally if this your first attempt, you will see soon what i mean.

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 10:22:00 GMT
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quote:Originally posted by Creed3022:They do and look good. Looks like a promising map TY

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 10:24:00 GMT
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quote:Originally posted by DeafWasp:nothing against you, your still learning, as am I, but make a few maps before you start hyping them up. Cause from map to map you will learn tricksand better ways of doing things.Personally if this your first attempt, you will see soon what i mean.This is not my first attempt it is about my 17 map, first to go public. I know why you have warned me about this because I have had a couple problems already, but they are very minor

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 13:57:00 GMT
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don't you think it is a little bit... big?I like the idea though... so close,yet so far away!

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 15:20:00 GMT
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quote:Originally posted by Creed3022:They do and look good. Looks like a promising map Do you like lying or something? Those look like horse manure! How can you tell people that something looks good when it looks like crap?

Subject: !New Map! (new pic added)

Posted by [Anonymous](#) on Fri, 03 Jan 2003 15:40:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Creed3022:They do and look good. Looks like a promising map Do you like lying or something? Those look like horse manure! How can you tell people that something looks good when it looks like crap?*sigh* look ACK everything doesnt have to be good... Im tired of seeing this and its really annoying... Why do you care about what other people do so much? im not going to bicker with you so im stopping now... but just open your eyes once... the world isnt perfect and neither are these maps

Subject: !New Map! (new pic added)

Posted by [Anonymous](#) on Fri, 03 Jan 2003 17:53:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Creed3022:They do and look good. Looks like a promising map Do you like lying or something? Those look like horse manure! How can you tell people that something looks good when it looks like crap?Well im sorry ACK that I dont take Westwood's Maps and just Copy them like you. Besides, if a 9 year old went and made a map, would you call it horse Crap??? NO, you would'nt would you, you would try and compliment him even though you still thinks it looks like crap. To be honest, I really dont care what you think anymore ACK, this flaming everybody in the forum is just ****in' me off. I mean, you dont find one forum that you posted in that has'nt been flamed by you. [January 05, 2003, 03:13: Message edited by: Griever89]

Subject: !New Map! (new pic added)

Posted by [Anonymous](#) on Fri, 03 Jan 2003 19:01:00 GMT

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I think I figured it out. ACK has different ideas of what is good and what is bad than everyone else. ACK's Idea of a good map seems to be one that is just below Westwood quality. Which many people think his maps are. Of course many other people don't like his maps simply because they don't like his personallity, which is predictable. Now it seems that ACK thinks anything worse than his own maps are crap, but that's just his opinion.

Subject: !New Map! (new pic added)

Posted by [Anonymous](#) on Fri, 03 Jan 2003 19:04:00 GMT

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quote:Originally posted by Griever89: quote:Originally posted by aircraftkiller2001: quote:Originally posted by Creed3022:They do and look good. Looks like a promising map Do you like lying or something? Those look like horse manure! How can you tell people that something looks good when it looks like crap?Well im sorry ACK that I dont take Westwood's Maps and just Copy them like you. Besides, if a 9 year old went and made a map, would you call it horse Crap??? NO, you would'nt would you, you would try and compliment him even though you

still thinks it looks like crap. To be honest, I really dont care what you think ACK....Or is it just you getting ****ed off because Im using YOUR Tiberium Crystals?So you're using what I made and you're trying to insult me at the same time? That is a stupid act.I'm not going to lie to you and tell you it looks good. If you want that, hire yourself a team of personal asskissers who praise everything you do, regardless.What I will do is give you my truthful, honest opinion on something. If you don't like it, that's fine.I find it funny that you say that you don't care about what I think, yet you continue to reply to me like the others who say that do...

Subject: !New Map! (new pic added)

Posted by [Anonymous](#) on Fri, 03 Jan 2003 19:37:00 GMT

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My opinion.....I really cant tell that well from the screenshots, would need to play test it. As far as Ack's maps go, they have some really wonderful alpha blending and look really nice, but...Elgin...nice eye candy, lots of big open spaces for large battles, defense as well as offense must be though out..no real problems with this mapRiver raid...umm i can get up on the surrounding terrain, places where i can snipe through the walls on it, can plant beacons UNDER the gdi base structures on it to destroy them...enough bugs for you?Glacier flying...gdi can get into EVERY nod structure without being hit by ob... mines fall through floor in tunnel to be disarmed from underneath near tib fields, and i wont even go into detail about lag factor.Mines...hmm very nice map, a little small, no room whatsoever for armor battles...not to mention you can base to base every structure on both sides without having to leave the safety of your base defenses. I dont view base to base as a strategy, works great for taco runs, put paper weight on mouse and leave puter running.My point which I am getting at, with all the criticism you give everyone Ack, take a look at your own work, its not perfect, in fact ive played maps that were less than visually pleasing, but had awesome strategic planning behind them, eye candy does not make a map, the ability for a map to handle a true strategic battle that relies on teamwork is what makes a map a good map. Anyone can buy a MRL/Arty and go to town from thier base, but make it where they have to have support from thier team mates to attack a structure, and that...the teamwork.. is what makes a map worth playing. People have forgotten what C&C mode is about, as well as what the original C&C was based on. There are many maps, if not every map that requires a form of strategic thinking to destroy the enemy in the Original C&C games, I was hoping Renegade would bring this back, along with the necessity for a bit of skill to accomplish the task, and much of this has been lost. Ack, your maps look great, but playability is not there, visually they are very pleasing, but my 7 year old daughter could probably think of a more strategic design to offer better playability. To add to my list, I am going to list my preferred maps next, ones which i think have some real strategic value: Urban Rush- Map is well thought out in my opinion, and very well balanced, the only downfall I see to it..the ability to get in the refineries so easily. High Altitude- A very well though out map, base defenses are fairly tough to get by and requires some effort as a team to get into the opposing teams base. Secret Base- I love this map, is large enough to offer several strategic options for advance. The downfall, the ocean is a great place to put a MRL or Arty to wreak some havoc with little interference.These are just a few of my preferred maps. Now Ack, before you get your panties in a wad, I think you have done good work on your maps, but I personally do not feel there is any strategic value to them, they leave open the availability for the gung-ho team loner to go in and not have to rely on his team mates for help, I feel this completely moves away from the idea of a team vs team game, I want to see the lone gunman make a mad rush and get hosed. What i do enjoy seeing in a map is a group of people working together to win

the map. Just my 2 cents.

Subject: !New Map! (new pic added)

Posted by [Anonymous](#) on Fri, 03 Jan 2003 19:42:00 GMT

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quote:Originally posted by Khaldor:My opinion.....I really cant tell that well from the screenshots, would need to play test it. As far as Ack's maps go, they have some really wonderful alpha blending and look really nice, but...Elgin...nice eye candy, lots of big open spaces for large battles, defense as well as offense must be though out..no real problems with this mapRiver raid...umm i can get up on the surrounding terrain, places where i can snipe through the walls on it, can plant beacons UNDER the gdi base structures on it to destroy them...enough bugs for you?Glacier flying...gdi can get into EVERY nod structure without being hit by ob... mines fall through floor in tunnel to be disarmed from underneath near tib fields, and i wont even go into detail about lag factor.Mines...hmm very nice map, a little small, no room whatsoever for armor battles...not to mention you can base to base every structure on both sides without having to leave the safety of your base defenses. I dont view base to base as a strategy, works great for taco runs, put paper weight on mouse and leave puter running.My point which I am getting at, with all the criticism you give everyone Ack, take a look at your own work, its not perfect, in fact ive played maps that were less than visually pleasing, but had awesome strategic planning behind them, eye candy does not make a map, the ability for a map to handle a true strategic battle that relies on teamwork is what makes a map a good map. Anyone can buy a MRL/Arty and go to town from thier base, but make it where they have to have support from thier team mates to attack a structure, and that...the teamwork.. is what makes a map worth playing. People have forgotten what C&C mode is about, as well as what the original C&C was based on. There are many maps, if not every map that requires a form of strategic thinking to destroy the enemy in the Original C&C games, I was hoping Renegade would bring this back, along with the necessity for a bit of skill to accomplish the task, and much of this has been lost. Ack, your maps look great, but playability is not there, visually they are very pleasing, but my 7 year old daughter could probably think of a more strategic design to offer better playability. To add to my list, I am going to list my preferred maps next, ones which i think have some real strategic value: Urban Rush- Map is well thought out in my opinion, and very well balanced, the only downfall I see to it..the ability to get in the refineries so easily. High Altitude- A very well though out map, base defenses are fairly tough to get by and requires some effort as a team to get into the opposing teams base. Secret Base- I love this map, is large enough to offer several strategic options for advance. The downfall, the ocean is a great place to put a MRL or Arty to wreak some havoc with little interference.These are just a few of my preferred maps. Now Ack, before you get your panties in a wad, I think you have done good work on your maps, but I personally do not feel there is any strategic value to them, they leave open the availability for the gung-ho team loner to go in and not have to rely on his team mates for help, I feel this completely moves away from the idea of a team vs team game, I want to see the lone gunman make a mad rush and get hosed. What i do enjoy seeing in a map is a group of people working together to win the map. Just my 2 cents.I agree here, its a wonder people dont B**** at ACK for his Imperfections. they just B**** at him [January 03, 2003, 19:46: Message edited by: Griever89]

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 20:02:00 GMT
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There's no need to criticize ACK...He's just cranky because he hasn't had his bottle

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 20:06:00 GMT
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by Creed3022:They do and look good. Looks like a promising map Do you like lying or something? Those look like horse manure! How can you tell people that something looks good when it looks like crap?Shut the **** up.

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Fri, 03 Jan 2003 20:48:00 GMT
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well.. lol.... funny how everyone says they dont care about ack opinion... blah blah blah, yet u ppl keep reply and flaming back on EVERY SINGLE post he makes, if u dont care so much then dont reply, is that to hard of a concept?? anyways.... my opinion, from the screen shots it looks like another C&C Hourglass..... symetrical hell...good try though keep up the... good?? work, and serisouly ppl... grow up, if u dont care and hate ack so bad then dont reply, simple, easy, effective,

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Sun, 05 Jan 2003 01:38:00 GMT
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let me rephrase my opinion with a big Cleavland Steamer in your eye.

Subject: !New Map! (new pic added)
Posted by [Anonymous](#) on Sun, 05 Jan 2003 02:45:00 GMT
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people people calm down...ACK man give him a break. it just a map thats all. no need to brag about every thing man...you ppl need to get along more often...ok we agree your an awesome mapper ack, but cut him some slack... he probubly not that skilled.but yeah most of your maps are westwoods. i honestly think your the best mapper i've ever seen, but you gotta give other ppl a chance. im not tring to me rude or anything... im just saying that sometimes it like you dont care about anything and that you always want to compare your stuff with everyone else and then want to say "that horse crap etc..." sometimes your just so annoying.... and that ppl want to say

stfu...ohh btw...that map could use some updating...sry sometimes i get a little carried away.

Subject: !New Map! (new pic added)

Posted by [Anonymous](#) on Sun, 05 Jan 2003 03:10:00 GMT

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quote:Originally posted by Havoc 89:people people calm down...ACK man give him a break. it just a map thats all. no need to brag about every thing man...you ppl need to get along more often...ok we agree your an awesome mapper ack, but cut him some slack... he probably not that skilled.but yeah most of your maps are westwoods. i honestly think your the best mapper i've ever seen, but you gotta give other ppl a chance. im not tring to me rude or anything... im just saying that sometimes it like you dont care about anything and that you always want to compare your stuff with everyone else and then want to say "that horse crap etc..." sometimes your just so annoying.... and that ppl want to say stfu...ohh btw...that map could use some updating...sry sometimes i get a little carried away. I agree with the updating, which I will do after the initial Beta.

Subject: !New Map! (new pic added)

Posted by [Anonymous](#) on Sun, 05 Jan 2003 12:43:00 GMT

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quote:Originally posted by Vladimer:well.. lol.... funny how everyone says they dont care about ack opinion... blah blah blah, yet u ppl keep reply and flaming back on EVERY SINGLE post he makes, if u dont care so much then dont reply, is that to hard of a concept?? anyways.... my opinion, from the screen shots it looks like another C&C Hourglass..... symetrical hell...good try though keep up the... good?? work, and serisouly ppl... grow up, if u dont care and hate ack so bad then dont reply, simple, easy, effective,true, but it is still entertaining to Flame him back as well as other people doing the same thing
