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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:09:00 GMT  
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Talked to Seagle about it and we came to a conclusion...If you don't want your 3D work imported, just say so in this thread.I, for one, do not... So don't go touching my god\*\*\*\* files.Anyone else... Just say it here. No one should tolerate thieves, including AllGusto.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:11:00 GMT  
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When Ren Alert comes out.....No one touches my precious

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:13:00 GMT  
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I've got no problem with people importing other people's work into gmax to view it and learn from it. I just don't want them passing it off as their own, or using it in a project without the owner's permission. [ February 03, 2003, 18:16: Message edited by: Seagle ]

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:14:00 GMT  
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ah i dont think that was a good idea for him to do that.. map makers (such as me no map out to public yet though) now they can just screw over every one that does hard work and take credit for it... that should not be allowed

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:15:00 GMT  
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quote:Originally posted by Seagle:I've got no problem with people importing other people's work into gmax. I just don't want them passing it off as their own, or using it in a project without the owner's permission.Yeah, and how do we stop that?! I really hope that this won't get out of hand. Especially when we're making "sensitive" materials.

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Subject: Don't want your work imported? Just say so here

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Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:23:00 GMT

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Not me

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Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:29:00 GMT

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If someone rips someone else's model off, it's a copyright violation plain and simple and you can take whatever action the copyright laws in the countries the parties in question reside in allow for when copyright is violated. Even Westwood has a right to do that but so far they don't seem to mind people re-using and modifying the renegade stuff.

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Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:42:00 GMT

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I basically am cruddy at Modelling, so if any1 wants to use my stuff fine. Just give me credit for my work. My GMAX is weak anyway.

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Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:45:00 GMT

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just because you suck does not mean that we all want our stuff used!

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Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:46:00 GMT

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The other thing to remember is that pretty much every other game I have seen that has some kind of model editor (for example Quake 3, Half Life, Neverwinter Nights, V8 Challenge just to name ones I have had experience with) have a way to load a model in the game model format and edit it. In any case, the message is simple, if you copy anything without permission, it's a copyright violation and there are things the copyright holder can do under the relevant copyright law(s) and international things to pursue that.

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Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Mon, 03 Feb 2003 18:57:00 GMT

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I don't want anyone to import my stuff. I don't know what people would want of mine, but stay away from it.

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**Subject: Don't want your work imported? Just say so here**  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 19:24:00 GMT  
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Seems to me to use the (copyright laws) to your benfit I would think some lawyer or some sort of offical paper work would have to be drawn up for each model? And do you really think you can proscute in a court of law on someone useing your model? I havnt heard or seen anything like that yet. Now I am not a Modder or Mapper but I download the (good Stuff) but I would think any person can do whatever they want with what they download cause its on their computer they downloaded it for free theres no binding contract they have to sign before they download it and so on. I'm not saying its ok to do this I'm just saying I dont think it will stop unless there is a court case or a law to back it up. Just my thoughts on this topic no I'm not a Lawyer just 41 years old with life experinces behind me and looking foward towards more ahead.Also those of you that do the (good stuff) maps modding ect: Keep up the good work! and I am waiting (though its not easy) for RenAlert to come out and all the other new items also.So keep it up and thanks.

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**Subject: Don't want your work imported? Just say so here**  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 19:35:00 GMT  
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quote:Originally posted by Seagle:I've got no problem with people importing other people's work into gmax to view it and learn from it. I just don't want them passing it off as their own, or using it in a project without the owner's permission.x2

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**Subject: Don't want your work imported? Just say so here**  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 20:17:00 GMT  
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Under copyright law (at least here in .au and probobly also in USA also) you get automatic copyright protection on copyrightable works.

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**Subject: Don't want your work imported? Just say so here**  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 20:26:00 GMT  
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quote:Originally posted by Sixguns40:Seems to me to use the (copyright laws) to your benfit I would think some lawyer or some sort of offical paper work would have to be drawn up for each

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? And do you really think you can prosecute in a court of law on someone using your ? I havnt heard or seen anything like that yet. Now I am not a Modder or Mapper but I download the (good Stuff) but I would think any person can do whatever they want with what they download cause its on their computer they downloaded it for free theres no binding contract they have to sign before they download it and so on. I'm not saying its ok to do this I'm just saying I dont think it will stop unless there is a court case or a law to back it up. Just my thoughts on this topic no I'm not a Lawyer just 41 years old with life experinces behind me and looking foward towards more ahead. Also those of you that do the (good stuff) maps modding ect: Keep up the good work! and I am waiting (though its not easy) for RenAlert to come out and all the other new items also. So keep it up and thanks. K mister 41 year old .. when you dl a map ect. when you open the zip iso what ever there is a file in that called the readme ever read one? well it so happens that it tells you that you are NOT allowed to extract any thing or copy or modify it unless you ask the owner, team what ever... so yes it does matter.. okay?!

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 20:47:00 GMT  
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I don't think people should rip off other people's work, but I wouldn't get too worked up about it if someone stole mine. If they were desperate enough to steal MY work, then they probably won't be around long anyway. oh and bouncer, sixguns was nothing but polite in posting his opinion, you could've given him the same courtesy when making your point. I understand if you feel strongly about this, but save your hostility for the more deserving n00bs who post here.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 21:01:00 GMT  
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1. Skint thanks for watching my back I'll do the same 4 you Bouncer dude chill!! (hands bouncer who is sweating a puddle under him 20 chill pills) take 2 and repost later dude. Do I get the notion theres something wrong with being 41 and LOVING Renegade?? hmmm (maybe he's older) lol as I said bouncer I don't modd or map and when opening a zip I don't sign or whatever anything of course I look at the (legal) disclaimer? dont think so but I glance at it but I NEVER think of it as LAW cause it is'nt. So if I have made you mad, \*\*\*\*ed. ect: I'm sorry but I still don't ever think I will ever see on T.V. or read in the papers about someone stealing and ending up doing hard time in a federal or local jail for "stealing" mods or maps good luck enforcing it. Again my opinion thanks 4 the flame? NOT! [ February 03, 2003, 21:06: Message edited by: Sixguns40 ]

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 21:04:00 GMT  
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Anyone can use my stuff if they just ask for permission.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 22:35:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Anything I make is open source and may be used for anything you want, however you want. [ February 03, 2003, 22:37: Message edited by: ApacheRSG ]

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Mon, 03 Feb 2003 22:44:00 GMT  
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quote:Originally posted by ApacheRSG:Anything I make is open source and may be used for anything you want, however you want.ditto

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 01:52:00 GMT  
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i think i have a way for you guys to "lock" you mix files (but not pkg )I have been "developing" it for some time now...if i manage to finish it the XCC Mixer simply WONT be able to read the mix file-it will be identified as "Unknown".However you`ll have to keep a backup of the Non-Unknown version for update purposes or you might get a bit angry at me and the method Anyways,expect it to be finished soon!

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 04:08:00 GMT  
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Anything I release will be under a free licence. All renegade related code is GPL'd. Any models I release will probably be under nice free licence (I will probably even provide original gmax to those that request it).

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 04:39:00 GMT  
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I have to agree with sixguns here. If a case like this were ever filed, as long as the person who was accused did not profit, it would probably be thrown out of any court in the US. More often, it is up to the community surrounding a game to police itself, and establish a code of ethics. This has pretty much happened in every popular game I have seen, but certainly not Renegade. We have too many people under the age of 18 playing this game, and not enough adults. And you old guys know how kids are... They're not going to listen to you, and anything you tell them not to do,

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they're probably going to do. So, it is usually up to the individual communities to 'blackball' individuals or mod teams that are stealing others work. I mean, models and level design have been around FAR longer than Renegade. You guys don't think that there wasn't any problems in the DOOM era, or the Quake Community, or Unreal? If anything, earlier games had it worse because of the lack of a real community... The Internet just wasn't like it is 5 years ago. So how did these people solve their problems? Not by making threats of legal action, but by informing the community, showing the proof, and letting the community take care of it. The bottom line is, if someone's stealing your work, let us know. That way, we won't download it, and those that run servers, won't put it in their rotation. We will exile the offender from the community. That is all we can do really...

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 05:39:00 GMT  
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I agree With Aircraftkiller on this one, i don't want people touching my hard work. and there are lamers out there that will most likely abuse it.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 05:51:00 GMT  
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I think some people are flattering themselves here. Look at the Quake/HL communities - it's possible to decompile those maps and steal the objects therein, but people don't. Same applies to Unreal, where anyone can edit anyone else's map. Instead, they tend to have publicly-available prefab libraries, where people voluntarily upload their source work for others to use, and yet there is no such thing for Renegade. Why not? Because we have a small, close-minded, mean-spirited "community". No-one wants to share, and contribute to the greater good of the game (with exceptions - look at RenEvo). Everyone just wants the personal glory. Yay them.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 06:24:00 GMT  
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If you guys are nice and share it will help other people out. Don't listen to \*\*\*\*\*y ACK just because he doesn't want his stuff used. Too bad if Westwood had been like that he wouldn't have gotten a lot of things he did. He's still just afraid someone's better than him why do you think he flames the rest of you anytime you put up a shot of your work? He's a pathetic little boy.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 07:00:00 GMT  
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Import, tweak, whatever you want with my models and mod files. Except for the Alien WarFactory in HVW, that's Havoc89's work thus you need his permission. Just please mention my name in the readme and let me know you're using them (yeah I know, there's hardly a chance that anyone's going to use my stuff....).

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 08:48:00 GMT  
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i think this inporter tool is a great idea, and if u ask for my permisson, u can surley use and maybe edit my models, if my name is in the readme.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:02:00 GMT  
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once i get the main RenEvo server up and running, ModX will be back (solution to uploading prefab libraries).

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:17:00 GMT  
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i agree if they want my models they can,t strip it open they gotta email me if they can have en an i,ll send them if i agree

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:19:00 GMT  
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quote:Originally posted by Skint:oh and bouncer, sixguns was nothing but polite in posting his opinion, you could've given him the same courtesy when making your point. I understand if you feel strongly about this, but save your hostility for the more deserving n00bs who post here.i understand that its all cool im sorry but i do feel strongly about this i just dont think it is cool for other noobs to take people work

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:34:00 GMT  
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quote:Originally posted by PiMuRho:I think some people are flattering themselves here.Look at the Quake/HL communities - it's possible to decompile those maps and steal the objects therein, but people don't. Same applies to Unreal, where anyone can edit anyone else's map.Instead, they tend to have publicly-available prefab libraries, where people voluntarily upload their source work for others to use, and yet there is no such thing for Renegade. Why not? Because we have a small, close-minded, mean-spirited "community". No-one wants to share, and contribute to the greater good of the game (with exceptions - look at RenEvo). Everyone just wants the personal glory. Yay them.Good for them. This is us, and most of us work hard on what we do and don't like giving out stuff. The best way to learn is to learn on your own, which is what I have done for most of the stuff I do. I occasionally ask for help from people like Dante about engine related questions, but most of the 3D work I learn on my own.If I can do it, why can no one else?

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:49:00 GMT  
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Surely it's in the best interests of the modding community to share information?I'm not suggesting that everyone gives out the gmax files for their maps, but certain buildings/features that could enhance other people's maps especially if they're C&C-themed would benefit other mapmakers, and increase the longevity of the game.I agree, people have to learn for themselves, but a nice library of premade objects for maps would certainly help people make better-looking levels.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:52:00 GMT  
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quote:Good for them. This is us, and most of us work hard on what we do and don't like giving out stuff. The best way to learn is to learn on your own, which is what I have done for most of the stuff I do. I occasionally ask for help from people like Dante about engine related questions, but most of the 3D work I learn on my own.If I can do it, why can no one else? Yep cause Glacier and Metro and Gobi.You did all them all on your own didnt you?Nope.So stfu boy. [ February 04, 2003, 09:53: Message edited by: phinal ]

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:57:00 GMT  
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quote:Originally posted by phinal:Yep cause Glacier and Metro and Gobi.You did all them all on your own didnt you?Nope.So stfu boy.I may not be his biggest supporter, but I at least acknowledge that he had to learn the skills necessary to finish those maps off and create his own.

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Subject: Don't want your work imported? Just say so here

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Posted by [Anonymous](#) on Tue, 04 Feb 2003 09:57:00 GMT

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Yes he finished them.He never created any of them.Hes just too stupid to realize that.

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Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Tue, 04 Feb 2003 10:11:00 GMT

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quote:Originally posted by bouncer24: quote:Originally posted by Skint:oh and bouncer, sixguns was nothing but polite in posting his opinion, you could've given him the same courtesy when making your point. I understand if you feel strongly about this, but save your hostility for the more deserving n00bs who post here.i under stand that its all cool im sorry but i do feel strongly about this i just dont think it is cool for other noobs to take people workAgreed.And I understand everyone's standpoint on this, including ack's. Let's not forget that ack was already an established modeler with several contributions to the community under his belt when he got the unfinished maps from westwood. Love him or hate him fact is at the time he was the most qualified for the job. On the subject of a prefab library, there is one in the works. It's run by a young man by the name of Dark Duel at Modding Elite . I could be wrong about the name of the site as it's still under construction and was originally called Undying mods. Anyway, I'm sure he could use a hand and I think it is a good idea. His upload script isn't functional yet so don't try to upload anything, but if you're interested, drop him a line or you can find him hanging around the cnczone forums. Link in my sig.Seriously if anyone rips off someone's work without their permission I'm sure we will all hear about it and it won't be long before the thief's reputation is ruined.

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Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Tue, 04 Feb 2003 10:24:00 GMT

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quote:Originally posted by PiMuRho:Surely it's in the best interests of the modding community to share information?I'm not suggesting that everyone gives out the gmax files for their maps, but certain buildings/features that could enhance other people's maps especially if they're C&C-themed would benefit other mapmakers, and increase the longevity of the game.I agree, people have to learn for themselves, but a nice library of premade objects for maps would certainly help people make better-looking levels.I've already given out premade objects... The official Helicopter Pads, the Tiberium crystals I modeled after the ones in TD, the Hand of Nod from SP with all its aggregate bones and such in place, etc...I give out small things. Larger things are not beneficial to people, they're more of a crutch to prevent them from actually learning.Instead of giving them larger models, give them the information necessary to create them on their own. That's why when DeafWasp asked me how I made construction cones, barricades, and other objects, I told him they were just simple objects with a texture and material setting. Nothing special, but they look like it.

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Subject: Don't want your work imported? Just say so here

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Posted by [Anonymous](#) on Tue, 04 Feb 2003 11:17:00 GMT

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lol. you dont want people to import things. the ONLY things i could foresee people wanting to import would be buildings or other models that certain individuals who will remain nameless refuse to share. Things that SHOULD have been released to everyone.\*cough\* mutant lab \*cough\* [ February 04, 2003, 11:18: Message edited by: SlugWollop-CNCU[BG] ]

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Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Tue, 04 Feb 2003 11:36:00 GMT

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quote:Originally posted by SlugWollop-CNCU[BG]:lol. you dont want people to import things. the ONLY things i could foresee people wanting to import would be buildings or other models that certain individuals who will remain nameless refuse to share. Things that SHOULD have been released to everyone.\*cough\* mutant lab \*cough\* <small>[ February 04, 2003, 11:18: Message edited by: SlugWollop-CNCU[BG] ]</small>You're not the person who decides what should be shared with who. Because something wasn't given to you and you want it, that means it was supposed to be given out to everyone?Do you ever read? When I was given the maps, the Mutant Lab was a part of it. When I was given the maps, I was instructed that I would have all the models and such given only to me, because they said I was the most dedicated to this game.So stop whining about it and stop trying to justify thievery. I reiterate: Because you want something doesn't mean it was meant to be shared.

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Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Tue, 04 Feb 2003 13:37:00 GMT

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quote:Originally posted by phinal:Yes he finished them.He never created any of them.Hes just too stupid to realize that. and has west wood let you finish any of their maps?? i dont think so, so stfu

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Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Tue, 04 Feb 2003 13:46:00 GMT

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I don't think there is any danger. I mean, other games with mod tools allow you to open files from the game and they don't have a problem

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Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Tue, 04 Feb 2003 13:48:00 GMT

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quote:Originally posted by aircraftkiller2001: When I was given the maps, I was instructed that I would have all the models and such given only to me, because they said I was the most dedicated to this game. That's like pouring petrol on a match. It reinforces your belief that the community revolves around you. Here's some news for ya, YOU ARE NOT THE ONLY ONE WHO DEDICATES SO MUCH TIME TO THE COMMUNITY. If only you could understand that, it's unfair to the people who are equally dedicated.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 14:09:00 GMT  
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I really do think that the ability to view/edit/use Westwood's W3D files is an excellent idea. I also don't have too much of a problem if someone wants to view how I did something, it will only excel the quality of modding going around. Nobody likes their stuff to be used without permission though. People who do use other modders' files without permission have a problem, but there isn't much that can be done about it. We can only hope to trust each other. I think this is a good tool, even though it can be used for evil (as with most everything.) If someone does steal something, however, I'm sure that webmasters hosting the files will cooperate in taking the file down when the evidence is shown, as well as the thief being made notorious in the community. [ February 04, 2003, 14:11: Message edited by: SomeRhino ]

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 14:35:00 GMT  
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quote:Originally posted by killakanz: quote:Originally posted by aircraftkiller2001: When I was given the maps, I was instructed that I would have all the models and such given only to me, because they said I was the most dedicated to this game. That's like pouring petrol on a match. It reinforces your belief that the community revolves around you. Here's some news for ya, YOU ARE NOT THE ONLY ONE WHO DEDICATES SO MUCH TIME TO THE COMMUNITY. If only you could understand that, it's unfair to the people who are equally dedicated. Well, I don't see Westwood letting you put your map in a patch.. wait, have you? I don't think so and please he NEVER said that every thing revolves around him...

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 14:39:00 GMT  
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quote: You're not the person who decides what should be shared with who. Because something wasn't given to you and you want it, that means it was supposed to be given out to everyone? Do you ever read? When I was given the maps, the Mutant Lab was a part of it. When I was given the maps, I was instructed that I would have all the models and such given only to me, because they said I was the most dedicated to this game. So stop whining about it and stop trying to justify thievery. I reiterate: Because you want something doesn't mean it was meant to be shared. Blah

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blah blah more babbling from a childish mind.Guess I shouldnt expect more from a child though.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 14:58:00 GMT  
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quote:Originally posted by phinal: quote: You're not the person who decides what should be shared with who. Because something wasn't given to you and you want it, that means it was supposed to be given out to everyone?Do you ever read? When I was given the maps, the Mutant Lab was a part of it. When I was given the maps, I was instructed that I would have all the models and such given only to me, because they said I was the most dedicated to this game.So stop whining about it and stop trying to justify thievery. I reiterate: Because you want something doesn't mean it was meant to be shared. Blah blah blah more babbling from a childish mind.Guess I shouldnt expect more from a child though.STFU n00b, Ack has done such much more for this community then you will ever! Sure, He may not be the niceist person you ever meet... But look what he has to put up with. Idiots like you. He helped Make this game what it is today! Don't believe Me? He help test this game! And you don't know \*\*\*\*, You registered Jan 20! What the \*\*\*\* do you know? You sound like the child here idiot. Go play with your legos and Shut the hell up!

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:05:00 GMT  
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quote:Originally posted by phinal: quote: You're not the person who decides what should be shared with who. Because something wasn't given to you and you want it, that means it was supposed to be given out to everyone?Do you ever read? When I was given the maps, the Mutant Lab was a part of it. When I was given the maps, I was instructed that I would have all the models and such given only to me, because they said I was the most dedicated to this game.So stop whining about it and stop trying to justify thievery. I reiterate: Because you want something doesn't mean it was meant to be shared. Blah blah blah more babbling from a childish mind.Guess I shouldnt expect more from a child though.You honestly have no room to talk. He has made other maps besides the ones he has finished from his friends at WS. Some of them I still play when I see them on WOL.As for sharing models, I really don't want anyone taking my work, and manipulating it in any way unless I have given permission to the said person. [ February 04, 2003, 15:06: Message edited by: vloktbody03 ]

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:05:00 GMT  
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quote:Originally posted by bouncer24:well i dont see westwood letting you put Your map in a patch..wait have you? i dont think so and please he NEVER said that every thing revolves around him...I dont give a sh\*te if westwood wants to use my maps or not, If they do, great. I'll be happy but I wouldn't go round thinking I'm God. just becuae they put his map in the patch (probably

because they were bored of him begging, let's face it Glacier isn't the best map in the world) his ego has gone thru the roof. He doesn't say it but he always acts like he's the community God and everyone else are lower life forms. He wont have my respect untill he shows it for everyone else and stops being so big-headed. [ February 04, 2003, 15:07: Message edited by: killakanz ]

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:06:00 GMT  
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how come everyone hates aircraftkiller?

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:08:00 GMT  
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Because of how he treats everyone

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:10:00 GMT  
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hows he treat everyone hehe

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:11:00 GMT  
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hows he treat everyone hehe . i thought he was making liek the best mod

---

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:12:00 GMT  
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quote:Originally posted by aircraftkiller2001:.....because they said I was the most dedicated to this game....[/QB]Yea Thats why you almost quit when it came out that WS was closing. That's why greg told you that if you left, you had to upload everything you had from them and release it publicly. Thats the only reason you never left ack.

---

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:16:00 GMT  
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I did read what you said and all those posts are doing are backing up my point. Fair enough you do contribute a lot, there are others who also contribute a lot, but you are bluntly an a\*se to everyone else because WW give you special attention. That's why I dont like you, and that's why so many others dont like you. Get your attitude sorted out and I'll start respecting you.

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:17:00 GMT  
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yeah but ra1 mod kicks soooooo much ass i love your infantry guys ack

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:19:00 GMT  
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there's no point trying to insult someone you dont know. That post was totally meaningless and, frankly, pathetic.

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:21:00 GMT  
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dude give him credit his 3d models and stuff are professional

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:23:00 GMT  
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so are mine, bet ya didn't know that. thats no reason to me for earning respect. [ February 04, 2003, 15:24: Message edited by: killakanz ]

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:24:00 GMT  
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lemme see ur stuff i doubt its as professional as those infantry and tanks ive seen

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:27:00 GMT  
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God, why is it everyone picks fights with ACK ~rolleyes~Well, I can't say much since I not a map designer (computer can't handle it =/), but I still think if you want to use someone elses stuff you should at least ask, and be ready to accept the answer of either yes or no and live with it =]my two cents

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:29:00 GMT  
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The infantry and tanks aren't mine... Just some structures and maps.

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:29:00 GMT  
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excuse me, but I have followed your work for some time, I know what you're capable of doing and what you've done. I simply haven't spoken out about things.Suffice to say I know you more than you know me. It's a shame your skills are wasted on your personality. Ever thought of being nicer to people? It's a proven fact that skills improve with personality.

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:32:00 GMT  
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who does those pro models then? that guy needs a job

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:35:00 GMT  
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quote:Originally posted by Melbourne:lemme see ur stuff i doubt its as professional as those infantry and tanks ive seenGo here, that's my mod team's home forum. All our stuff get's posted there. I also have made many other models. I friend of mine is making a website for my models soon.

---

Subject: Don't want your work imported? Just say so here

---

Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:37:00 GMT

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quote:Originally posted by killakanz:excuse me, but I have followed your work for some time, I know what you're capable of doing and what you've done. I simply haven't spoken out about things.Suffice to say I know you more than you know me. It's a shame your skills are wasted on your personality. Ever thought of being nicer to people? It's a proven fact that skills improve with personality.He is nice if you know how to talk to him properly. Like I stated a long time ago, you should first find someone that talks to him and he's nice and all, and learn from them how to do it. Like me, well at least how I was a while ago. I'm not really sure how I stand now, and I don't like to assume =]

---

Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:45:00 GMT

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quote:Originally posted by killakanz: quote:Originally posted by aircraftkiller2001:You have no idea of who I am besides perhaps my name and where I live. My personality in these forums is totally different than what it is in real life, so your observations are ignorant and needless.So far, you see anyone who posts their opinions or idea as "idiots" or "making asses of themselves".I suggest you stop making an ass of YOURself and start showing this "real life" personality of yours. Because no-one likes the one you use on these forumsNo one? Sure, more assumptions. You need to figure out how to debate or argue.I bet you don't even know the definition of ad hominem, so that also makes you look ignorant.One last thing about this... Your mod team's work is pathetic. The vehicles are blocky and boxy, the infantry are just reskins... Pathetic. The only interesting things are the structures and even those are half-assed.Anyways, back to the topic at hand here... I'm going to be watching the forums closer for signs of thievery. I believe it's up to everyone to support anti-thievery actions.

---

Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:45:00 GMT

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---

\*cough\* I doubt anyone would want to take my work and claim it as their own, but incase some of your life... [ February 04, 2003, 15:50: Message edited by: Godhates ]

---

Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:50:00 GMT

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Well, from the year that I've been on this board and watched ACK. I'd say the reason he dislikes most peoples idea's, maps and so on is because he has a really high standard on how things should be done, he just wants to see maps be made the best they could be. When he says



negative things towards a map he's just saying telling you things that could improve the map that he learned threw experince in making maps =].And he keeps going in Arguements because you people on this board argue with him unreasonably. I think I've had one fight with him, and it ended really quickly without name calling or anything childish =]

---

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 15:52:00 GMT  
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1) I'm not appealing to personal considerations. A lot of people feel this way. So stop being so ignorant yourself.2)I Think your mod team's work is pathetic too. At least all our stuff is ALL our own material.3)We dont have any infantry yet. 4)Nothing is finallised. How long have you been working on Renegade Alert? We've been going on renBFD for 3-4 weeks.5)I would love to go further, but I have a life to get back to. Maybe you should get one instead of being a selfish a\*se to everyone.

---

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 16:04:00 GMT  
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killa ur skins are terrible those ones in ra 1 are originals not just copies of renegade ones. ur tanks look okay but not professional. goodluck on ur mod though

---

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 16:11:00 GMT  
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---

I never said I could skin. I make models.If you've played Emperor before you might look at those models from another angle.Wait till my friend gets that site done. Then you'll see the good stuff; russian, American and british tanks mostly, and highly detailed too.My challenger 1 tank I made a while back is just over 12000 polys.

---

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 16:14:00 GMT  
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---

ya but ur not supposed to use a million polys for a game isnt the challenge to make it with as few as possible??

---

---

Subject: Don't want your work imported? Just say so here

---

Posted by [Anonymous](#) on Tue, 04 Feb 2003 16:19:00 GMT

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1.Are your Vechiles Using the Same Stupid Chassis? 2.Both Mods you are doing look pityful!"Mature behaviour is strictly forbidden and carry the same penulties.No swearing, flaming or smoking on the forums.Keep out of reach of parents. Always read the label.How do you eat yours?"3.Sounds like the Site is being ran by 10 year olds.4.Have you even put out a map or Mod? no.5. What Life? im surprised anyone could like a idiot like you. Shut up and leave this Topic, im tired of you idiots Running Good, important Topics, with your Useless Flaming. Also, you only get better at stuff by learning though errors and mistakes. Ack shows you those mistakes. And Why the Hell would ACK care if you get as good as him?

---

---

Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Tue, 04 Feb 2003 16:38:00 GMT

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quote:Originally posted by killakanz: 4)Nothing is finallised. How long have you been working on Renegade Alert? We've been going on renBFD for 3-4 weeks.LOL YOUR NOT FUNNY the RA mod looks so much better than your mod...and come on for real if you worked soo hard on some thing then some one took it and mod`d it would you not care if they then claimed it as theirs?

---

---

Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Tue, 04 Feb 2003 16:43:00 GMT

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lol, RA mod forever the first and last mod for Renegade yay

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Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Tue, 04 Feb 2003 16:47:00 GMT

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quote:Originally posted by Melbourne:lol, RA mod forever the first and last mod for Renegade yayYa got it all right!!

---

---

Subject: Don't want your work imported? Just say so here

Posted by [Anonymous](#) on Tue, 04 Feb 2003 16:58:00 GMT

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if you were truly devoted and truly cared as you claim ack, you would never have considered leaving. i was emotionally distraught much the same as you. but instead of quitting i made a vow to do what i could to help keep renegade alive.

---

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 17:00:00 GMT  
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I still don't understand why everyone hates ACK. If it is his personality, maybe people should stop posting every offense they can think of directed to him.

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 18:15:00 GMT  
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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 18:31:00 GMT  
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quote:Originally posted by Laser2150:1.Are your Vechiles Using the Same Stupid Chassis?  
2.Both Mods you are doing look pityful!"Mature behaviour is strictly forbidden and carry the same penulties.No swearing, flaming or smoking on the forums.Keep out of reach of parents. Always read the label.How do you eat yours?"3.Sounds like the Site is being ran by 10 year olds.4.Have you even put out a map or Mod? no.5. What Life? im surprised anyone could like a idiot like you.  
Shut up and leave this Topic, im tired of you idiots Running Good, important Topics, with your Useless Flaming. Also, you only get better at stuff by learning though errors and mistakes. Ack shows you those mistakes. And Why the Hell would ACK care if you get as good as him? 1. nope.2. both? I'm only working on 1. If you're refering to those warhammer models I made back in May last year those we passed on to another team. Oh yea, and do I remember you asking to be part of the RenBFD mod team? Yes, you did.3. I made that site when I was 12 so yea, fairly accurate. Please note that site died off a long time ago.4. Yes.5. I have a wide circle of friends throughout the UK and several in Europe who I keep in close contact with. I go out for drinks and meals with friends regularly and have a girlfriend who I love very much, and even find the time for my modelling hobby and modding a number of games, including Renegade. If that isn't a good life what is?Try flaming someone who you KNOW!

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 18:37:00 GMT  
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quote:Originally posted by bouncer24: quote:Originally posted by killakanz: 4)Nothing is finallised. How long have you been working on Renegade Alert? We've been going on renBFD for 3-4 weeks.LOL YOUR NOT FUNNY the RA mod looks so much better than your mod...I'm serious. Ask Aaron if you dont believe me. We've only been going for 3-4 weeks, I've never seen so much progress in so short a time in any mod. Things may look a bit rushed, but I believe it gives us much more time for improvments to the models.

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 18:40:00 GMT  
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i still dont think youll get graphics that look as good as ra1 but like i said ur mod looks cool and good luck. still i hope that ur not talking trash about the ra mod jus cuz you dont like ack because the models look btter than graphics that are in game stoday

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 18:46:00 GMT  
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Listen, we are all in this together, Ack is a talented guy but i dont look up to him..he just has had experince in making maps so thats why he is talented, some people might disagree but, cant we just all get along? and ack all i got to say for yourself is get more involved with other mods, i know in a discussion we had once you stated u only care about your mod, well to be honest everyone needs a little help from a talented person. i cant make discions for you but, maybe it would help, i dont hear many good notes about you which prooves you need to do something about it...i dont know im not you.but please can we all get along.. o\_O

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Tue, 04 Feb 2003 18:55:00 GMT  
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quote:Originally posted by genocideuk:Listen, we are all in this together, Ack is a talented guy but i dont look up to him..he just has had experince in making maps so thats why he is talented, some people might disagree but, cant we just all get along? and ack all i got to say for yourself is get more involved with other mods, i know in a discussion we had once you stated u only care about your mod, well to be honest everyone needs a little help from a talented person. i cant make discions for you but, maybe it would help, i dont hear many good notes about you which prooves you need to do something about it...i dont know im not you.but please can we all get along.. o\_O  
I agree with Genocide, im pulling out of this one.

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 06:36:00 GMT  
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quote: No one? Sure, more assumptions. You need to figure out how to debate or argue.I bet you don't even know the definition of ad hominem, so that also makes you look ignorant.One last thing about this... Your mod team's work is pathetic. The vehicles are blocky and boxy, the infantry are just reskins... Pathetic. The only interesting things are the structures and even those are half-assed.Anyways, back to the topic at hand here... I'm going to be watching the forums closer for signs of thievery. I believe it's up to everyone to support anti-thievery actions. Yep more rambling from aan idiot.Keep it up maybe one day youll slip up and say something intelligent.

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 07:00:00 GMT  
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I stole everyone's work. I am going to make a mod, with everyone's work in it. I am going to claim that I made everything. It will have everyone's map, everyone's model, everything. It will be both the best and worst mod ever. I can't wait!!! Muhahahahaha...

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 07:55:00 GMT  
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quote:Originally posted by PiMuRho: quote:Originally posted by aircraftkiller2001:[QUOTE]If everyone were as dedicated as I am to the game, why, everyone would have the stuff I have too! Wow!So you believe that you're the most dedicated Renegade person?Actually, I think that is accurate, he is dedicated very much so, when a second CNC FPS game comes out (with a much better engine) watch him bust a move.

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 08:22:00 GMT  
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No one touches my god dam files!!! Especially my Nod and GDI Outposts!! (based on WW unfinished models models, coming soon).It depends though. If you want to use my work in your file you have to contact me FIRST!! and get written permission from me! and include a thanks in the read me!!!!

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 08:26:00 GMT  
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quote:Originally posted by DeafWasp:[QUOTE]Actually, I think that is accurate, he is dedicated very much so, when a second CNC FPS game comes out (with a much better engine) watch him bust a move.You're very optimistic aren't you? Considering the relatively poor sales of Renegade, EA are unlikely to consider making a follow-up.

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 10:06:00 GMT  
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quote:Originally posted by PiMuRho: quote:Originally posted by DeafWasp:[QUOTE]Actually, I think that is accurate, he is dedicated very much so, when a second CNC FPS game comes out

---

(with a much better engine) watch him bust a move. You're very optimistic aren't you? Considering the relatively poor sales of Renegade, EA are unlikely to consider making a follow-up. Bull they make a follow-up you'll see

---

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 10:15:00 GMT  
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Based on what exactly? Publishers sanction the development of a game based on projected sales. Renegade did not sell well. From EA's perspective, there is no reason to believe that a sequel will sell any better, based on the sales of Renegade. Why do you think the work on the RA2-themed Renegade sequel was canned? If Generals sells well (it should do), and Tiberian Twilight does (it also should), then they may consider another foray into a C&C-themed FPS. Just the harsh realities of game development. No sales, no sequel.

---

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 10:45:00 GMT  
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quote:Originally posted by PiMuRho: quote:Originally posted by DeafWasp:[QUOTE]Actually, I think that is accurate, he is dedicated very much so, when a second CNC FPS game comes out (with a much better engine) watch him bust a move. You're very optimistic aren't you? Considering the relatively poor sales of Renegade, EA are unlikely to consider making a follow-up. Yeah, if you consider how crappy it is compared to other EA fps games. But now they will be able to move outside WS for production of Ren2. But I do hope it won't have the same characters/name..... Unless the completely remake it and make it different. Havoc is too much like Arnold and not enough like Stallone.

---

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 10:50:00 GMT  
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Regardless of where the production/development takes place, EA still have the problem of the perception of any potential sequel. Renegade didn't sell well. Any sequel will (obviously) be associated with it, so people's perception of the original will put them off buying it - even if it actually was five times better. Harsh reality again. Personally, I'd love to see a Renegade sequel. I believe Westwood dropped the ball on a few things (no co-op, other planned game modes missing, mod support handled incorrectly, etc)

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 12:23:00 GMT  
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quote:Originally posted by aircraftkiller2001:[QUOTE]If everyone were as dedicated as I am to the game, why, everyone would have the stuff I have too! Wow!So you believe that you're the most dedicated Renegade person?

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Wed, 05 Feb 2003 21:53:00 GMT  
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quote:Originally posted by Melbourne:lol, RA mod forever the first and last mod for Renegade yayWho says that Renegade Alert will be the last mod for Renegade?

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Thu, 06 Feb 2003 00:06:00 GMT  
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quote:Originally posted by steggyd:I stole everyone's work. I am going to make a mod, with everyone's work in it. I am going to claim that I made everything. It will have everyone's map, everyone's model, everything. It will be both the best and worst mod ever. I can't wait!!!  
Muhahahahaha...lol

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Thu, 06 Feb 2003 00:12:00 GMT  
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\*thinks to himself\*... if only people could understand to stay on topic...MY MODELS 0WNZ J00. I haven't released them, and i dont care to.. \*mutters\* just like ACKS mutant lab \*unmutter\*well, im off to go get a rank on WOL

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Thu, 06 Feb 2003 02:02:00 GMT  
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Regardless, ACK cannot release the mutant lab to the community without permission of some kind from westwood.

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Thu, 06 Feb 2003 02:14:00 GMT  
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I do not wish to have my work imported.

---

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Thu, 06 Feb 2003 12:00:00 GMT  
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quote:Originally posted by BMCJ:\*thinks to himself\*... if only people could understand to stay on topic...MY MODELS 0WNZ J00. I haven't released them, and i dont care to.. \*mutters\* just like ACKS mutant lab \*unmutter\*well, im off to go get a rank on WOLIts not ACKs mutant lab. ACK was given to it by someone at westwood. Westwood gave permission for ACK to use it for the map its on but didnt give permission for anyone else to use it for anything else.

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Thu, 06 Feb 2003 12:13:00 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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quote:Originally posted by Jonathan Wilson: quote:Originally posted by BMCJ:\*thinks to himself\*... if only people could understand to stay on topic...MY MODELS 0WNZ J00. I haven't released them, and i dont care to.. \*mutters\* just like ACKS mutant lab \*unmutter\*well, im off to go get a rank on WOLIts not ACKs mutant lab. ACK was given to it by someone at westwood. Westwood gave permission for ACK to use it for the map its on but didnt give permission for anyone else to use it for anything else.It was given to me, therefore it is mine.

---

Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 10:17:00 GMT  
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DO NOT STEAL MY WORK!Better Seagle? [ February 07, 2003, 14:31: Message edited by: maytridy ]

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 11:05:00 GMT  
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Feel free to import mine, except the large building in the middle of C&C\_Gigantomachy. You need to ask for that one, as it's my map signature (it appears in every map I make in some form or another)

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 14:22:00 GMT  
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Just to reiterate guys, anyone can import your work to look at it.I think you mean to say "Don't use my models in your mod", not "Don't import my work"

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 14:45:00 GMT  
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quote:Originally posted by Seagle:Just to reiterate guys, anyone can import your work to look at it.I think you mean to say "Don't use my s in your mod", not "Don't import my work"hummm  
seagle not be to rude but maybe they did mean it in the way not at all to import their work maybe  
not ... who knows

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 20:35:00 GMT  
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If anyone wants to import my work, you must email me (dead4ayear@msn.com) and will say yes if you agree to give credits for my model to me.Hmmmmm... can't wait for C&C\_Land! \*grins and tap fingers together\* I mean it looks like great map! I just want to... play it! I would never import that prison center! (or "mutant" center )

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 20:50:00 GMT  
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quote:Originally posted by dead4ayear2:If anyone wants to import my work, you must email me (dead4ayear@msn.com) and will say yes if you agree to give credits for my model to me.Hmmmmm... can't wait for C&C\_Land! \*grins and tap fingers together\* I mean it looks like great map! I just want to... play it! I would never import that prison center! (or "mutant" center )Guess what? Because of you, I'm editing the map to take out the Mutant Lab. Hope you're happy about that... Thievery will not be tolerated.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 21:10:00 GMT  
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No! [ February 07, 2003, 21:23: Message edited by: imdgr8one ]

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 21:20:00 GMT  
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Ack are you serous? It in all due respect it seems kinda childish. Anyway, you know how you can freeze stuff in renX, well i think it would be a idea if they could make it so there was an option to freeze it with a password, and have a way you could export that password in with the w3d file so

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even if they did extract it, it would be all but useless.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 21:24:00 GMT

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quote:Originally posted by Cpo64:Ack are you serous? It in all due respect it seems kinda childish. Anyway, you know how you can freeze stuff in renX, well i think it would be a idea if they could make it so there was an option to freeze it with a password, and have a way you could export that password in with the w3d file so even if they did extract it, it would be all but useless.What's childish is this guy going around saying "Neener neener, you release that map and I'll import and steal stuff of yours from it! You can't stop me! Hahaha!"

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 21:46:00 GMT

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I never said I was gonna steal it! I might want to make a SP level for myself! Besides, I can make my own prison center! Hmph!! don't know why you even care that much anyway. It's not even your prison center. It's westwood's. [ February 07, 2003, 21:47: Message edited by: dead4ayear2 ]

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Fri, 07 Feb 2003 22:55:00 GMT

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quote:Originally posted by bouncer24: quote:Originally posted by Seagle:Just to reiterate guys, anyone can import your work to look at it.I think you mean to say "Don't use my s in your mod", not "Don't import my work"hummm seagle not be to rude but maybe they did mean it in the way not at all to import their work maybe not ... who knows bouncer, importing someone's work into gmax is the equivalent of reading a copyrighted book or listening to a CD. It's perfectly legal, and the author can't stop you from doing it.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 01:11:00 GMT

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Hey ACK why dont you just get off your high horse and quit trying to start some stupid "holy war" about westwoods....COUGH....your stuff.Nobody really cares....you arent going to do anything but enflame people into doing just what you are screaming for them not to do....they are probably already doing it in japan....what are you gonna do....sue them????You just need to shut the hell up and quit whining about something that you dont have any clue about....you cannot stop anyone from looking at your work.....looking at and plagerizing are two totally different things.That's like

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calling a window shopper a shop lifter. Stick to what you know.....you are not a lawyer.....you dont even have a clue as to how the copyright laws read.....and you certainly arent gonna get a law degree living at home with mommy and daddy. AND....dont message me while i am testing online again.....i dont care that you think i make crappy maps.....westwood/EA doesnt hold you in that high of respects either. That was pretty stupid on your part to use your beta testing nick and expect me to be clueless. I would suggest you GROW THE HELL UP and get a life. They threw you a few scraps and you're tryin to turn a bunch of westwoods rejects into a pile of gold.....i got news for ya ACK.....you still havent got it right or westwood wouldnt have stated that they had to fix your map that they gave you in the last update. And dont expect me to get out my flame retardent suit either.....I've took so many flames from you before i didnt like you that now that i dont like you it doesnt even bother me anymore. AND ALSO....While i'm on a roll....TELL WESTWOOD IT'S Nod not NOD.....you stupid ACK Hole.....WHY DONT YOU CORRECT THE PEOPLE THAT MADE THE GAME TOO WHILE YOU'RE AT

IT.<http://westwood.ea.com/games/ccuniverse/tiberiansun/index.html>How many "ACK the english teacher" spelling errors can you spot on the WESTWOODS own website.....the people who invented the brotherhood of NODWhy dont you go be your persnickety know it all self and tell THEM that they cant even properly spell a name that they made up?????The only reason i posted in this thread in the first place was to bring the fact to your attention that i know it was you and your childish little snipe remarks yesterday. You're real name has to be Stuart.....Stu Pedasso

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way.....anything i release to the public....IMPORT...EXTRACT....MODIFY.....AND MAKE IT YOUR OWN.....i dont care.....i still have the originals and they will always be mine and available to anyone who wants them. And i wont file a law suit on you either.....unlike these lawsuit happy money grubbers who think that everything they have a name in is going to make them rich....regardless of who they have to step all over to get what they believe is owed to them by society. IT'S A GAME ACK HOLE.....GET....A....LIFE! Go to your family doctor and get a prescription of prozac or paxil or something.....the way you are acting some people might actually think you are a paranioid schizophrenic. Eric. [ February 08, 2003, 01:19: Message edited by: SGT.May ]

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 02:13:00 GMT  
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quote:Originally posted by SGT.May:Hey ACK why dont you just get off your high horse and quit trying to start some stupid "holy war" about westwoods....COUGH....your stuff. Nobody really cares....you arent going to do anything but enflame people into doing just what you are screaming for them not to do....they are probably already doing it in japan....what are you gonna do....sue them?????You just need to shut the hell up and quit whining about something that you dont have any clue about....you cannot stop anyone from looking at your work.....looking at and plagerizing

are two totally different things. That's like calling a window shopper a shop lifter. Stick to what you know.....you are not a lawyer.....you dont even have a clue as to how the copyright laws read.....and you certainly arent gonna get a law degree living at home with mommy and daddy. AND....dont message me while i am testing online again.....i dont care that you think i make crappy maps.....westwood/EA doesnt hold you in that high of respects either. That was pretty stupid on your part to use your beta testing nick and expect me to be clueless. I would suggest you GROW THE HELL UP and get a life. They threw you a few scraps and you're tryin to turn a bunch of westwoods rejects into a pile of gold.....i got news for ya ACK.....you still havent got it right or westwood wouldnt have stated that they had to fix your map that they gave you in the last update. And dont expect me to get out my flame retardent suit either.....! I've took so many flames from you before i didnt like you that now that i dont like you it doesnt even bother me anymore. AND ALSO....While i'm on a roll....TELL WESTWOOD IT'S Nod not NOD.....you stupid ACK Hole.....WHY DONT YOU CORRECT THE PEOPLE THAT MADE THE GAME TOO WHILE YOU'RE AT IT. <http://westwood.ea.com/games/ccuniverse/tiberiansun/index.html> How many "ACK the english teacher" spelling errors can you spot on the WESTWOODS own website.....the people who invented the brotherhood of NOD Why dont you go be your persnickety know it all self and tell THEM that they cant even properly spell a name that they made up????? The only reason i posted in this thread in the first place was to bring the fact to your attention that i know it was you and your childish little snipe remarks yesterday. Your real name has to be Stuart.....Stu Pedasso

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NOD\_\_\_\_\_NOD\_\_\_\_\_NOD\_\_\_\_\_NOD\_NOD\_\_\_\_\_ Oh.....and by the

way.....anything i release to the public....IMPORT...EXTRACT....MODIFY.....AND MAKE IT YOUR OWN.....i dont care.....i still have the originals and they will always be mine and available to anyone who wants them. And i wont file a law suit on you either.....unlike these lawsuit happy money grubbers who think that everything they have a name in is going to make them rich....regardless of who they have to step all over to get what they believe is owed to them by society. IT'S A GAME ACK HOLE.....GET....A....LIFE! Go to your family doctor and get a prescription of prozac or paxil or something.....the way you are acting some people might actually think you are a paranioid schizophrenic. Eric. What he said.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 02:29:00 GMT  
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quote:Originally posted by SGT.May: Hey ACK why dont you just get off your high horse and quit trying to start some stupid "holy war" about westwoods....COUGH....your stuff. Nobody really cares....you arent going to do anything but enflame people into doing just what you are screaming for them not to do....they are probably already doing it in japan....what are you gonna do....sue them???? You just need to shut the hell up and quit whining about something that you dont have any clue about....you cannot stop anyone from looking at your work.....looking at and plagerizing are two totally different things. That's like calling a window shopper a shop lifter. Stick to what you

know.....you are not a lawyer.....you dont even have a clue as to how the copyright laws read.....and you certainly arent gonna get a law degree living at home with mommy and daddy.AND....dont message me while i am testing online again.....i dont care that you think i make crappy maps.....westwood/EA doesnt hold you in that high of respects either.That was pretty stupid on your part to use your beta testing nick and expect me to be clueless.I would suggest you GROW THE HELL UP and get a life.They threw you a few scraps and you're tryin to turn a bunch of westwoods rejects into a pile of gold.....i got news for ya ACK.....you still havent got it right or westwood wouldnt have stated that they had to fix your map that they gave you in the last update.And dont expect me to get out my flame retardent suit either.....I've took so many flames from you before i didnt like you that now that i dont like you it doesnt even bother me anymore.AND ALSO....While i'm on a roll....TELL WESTWOOD IT'S Nod not NOD.....you stupid ACK Hole.....WHY DONT YOU CORRECT THE PEOPLE THAT MADE THE GAME TOO WHILE YOU'RE AT IT.<http://westwood.ea.com/games/ccuniverse/tiberiansun/index.html>How many "ACK the english teacher" spelling errors can you spot on the WESTWOODS own website.....the people who invented the brotherhood of NODWhy dont you go be your persnickety know it all self and tell THEM that they cant even properly spell a name that they made up?????The only reason i posted in this thread in the first place was to bring the fact to your attention that i know it was you and your childish little snipe remarks yesterday. You're real name has to be Stuart.....Stu Pedasso

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way.....anything i release to the public....IMPORT...EXTRACT....MODIFY.....AND MAKE IT YOUR OWN.....i dont care.....i still have the originals and they will always be mine and available to anyone who wants them.And i wont file a law suit on you either.....unlike these lawsuit happy money grubbers who think that everything they have a name in is going to make them rich....regardless of who they have to step all over to get what they believe is owed to them by society.IT'S A GAME ACK HOLE.....GET....A....LIFE!Go to your family doctor and get a prescription of prozac or paxil or something.....the way you are acting some people might actually think you are a paraniod schizophrenic.Eric.WOW.I think he's quite right

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 04:28:00 GMT  
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WS's mutant lab (in C&C Land) is highly innacurate compared to the original one that appeared in TD and RA.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 07:35:00 GMT  
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I'm headed to bed so I don't feel like making a lengthy reply, except to say that ack was transferred ownership of certain 3D material from WS. I don't think he is too far out of line to protect things that someone says they are deliberately going to steal and release as their own. As for all the debate on the magnitude of the feat/effort/accomplishment of his finishing C&C\_Glacier, please get over it everyone. Ack has proven himself to be a quality map maker, enough for WS to entrust him with ownership of models and to complete their unfinished maps. All the bashing is just that...putting him down to try and hurt him, or the old green monster. Life is too short to be filled with hate, especially for someone that you have never even met, or really know at all. Like him or not, Ack has contributed a lot to this community, and you cannot really fault him for being picky with the 3d material he was given ownership of. Maybe he wants the unique units and structures to stay that way...unique and in high-quality maps, instead of things like the old "BuzzMod Version 15" that were just a hodgepodge of every map, model, and script he (TheBuzzer aka FlyingBuzz) could steal. Personally I like the idea of digitally fingerprinting/signing 3D data. Then the data can be released to the public, and if someone claims it as theirs the rightful author can be proven. Argh so much for not making a lengthy reply...I'm half asleep at this very moment and amazed at my lack of typos...goodnight/day.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 07:38:00 GMT  
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quote:Originally posted by SGT.May:Hey ACK why dont you just get off your high horse and quit trying to start some stupid "holy war" about westwoods....COUGH....your stuff. For someone talking about a high horse, you've made like two or three maps and act as if you know all and see all. Judging from your "Afganistan" map, you know very little... quote:Nobody really cares....you arent going to do anything but enflame people into doing just what you are screaming for them not to do....they are probably already doing it in japan....what are you gonna do....sue them???? So basically, you're flaming me, so that's okay... In a topic where I'm trying to prevent thieves? When you start bellyaching about people taking your (albeit crappy) models, I'll remember to point you to this thread. quote:You just need to shut the hell up and quit whining about something that you dont have any clue about....you cannot stop anyone from looking at your work.....looking at and plagerizing are two totally different things. You write a huge post and tell me to be quiet. My hat's off to you, you're an idiot. quote:Stick to what you know.....you are not a lawyer.....you dont even have a clue as to how the copyright laws read.....and you certainly arent gonna get a law degree living at home with mommy and daddy. You don't have a clue. Shoot off the copyright laws if you apparently know so much about them. quote:AND....dont message me while i am testing online again.....i dont care that you think i make crappy maps.....westwood/EA doesnt hold you in that high of respects either. Apparently, you do care because you're sitting here complaining about it. I see Westwood giving me stuff to work with and helping me. I see you making shoddy maps and models, then proclaiming yourself cock of the walk. Whatever floats your boat, I assume. quote:I would suggest you GROW THE HELL UP and get a life. Do you have any kind of true argument? Usually the usage of "get a life" means you've run out of semi-intelligent things to say. This would be your case. quote:They threw you a few scraps and you're tryin to turn a bunch of westwoods rejects into a pile of gold....i got news for ya ACK.....you still havent got it right or westwood wouldnt have stated that they had to fix your map that they gave you in the last update. I'm sure you'd know what a reject is, having made Afganistan and all... Apparently, I got it right, because one of my maps went into the patch as an official part of the game. Apparently enough, you're an

idiot: I had to fix the map by myself after finishing it off to begin with. It makes one wonder, because I had posted many updates saying I was fixing the map... Idiot. quote:And dont expect me to get out my flame retardent suit either.....I've took so many flames from you before i didnt like you that now that i dont like you it doesnt even bother me anymore.You can dish it out, but you can't take it? What a pansy. quote:AND ALSO....While i'm on a roll....TELL WESTWOOD IT'S Nod not NOD.....you stupid ACK Hole.....WHY DONT YOU CORRECT THE PEOPLE THAT MADE THE GAME TOO WHILE YOU'RE AT IT....What an idiot. You astound me with your seemingly limitless ignorance. Look in-game: It says "Nod" for almost everything. That outweighs any precedence of "NOD" you see anywhere else. quote:IT'S A GAME ACK HOLE.....GET....A....LIFE!Go to your family doctor and get a prescription of prozac or paxil or something.....the way you are acting some people might actually think you are a paranioid schizophrenic.Eric.Yes, it's a game. How long did it take you to figure that out?I don't need medication. You're judging me from purposely irritating you to do something like this? You actually posted something this long because of something I supposedly said?And you said I needed to get a life.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 07:58:00 GMT  
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wow, many quotes. [ February 08, 2003, 07:59: Message edited by: OrcaPilot26 ]

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:03:00 GMT  
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I call that mutant center a prison center because it looks like the prison center in one of the TD Nod levels where you had to destroy the gdi base and rescue the prisoners.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:14:00 GMT  
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quote:Originally posted by aircraftkiller2001: quote:Originally posted by SGT.May:Hey ACK why dont you just get off your high horse and quit trying to start some stupid "holy war" about westwoods....COUGH....your stuff.For someone talking about a high horse, you've made like two or three maps and act as if you know all and see all. Judging from your "Afganistan" map, you know very little... quote:Nobody really cares....you arent going to do anything but enflame people into doing just what you are screaming for them not to do....they are probably already doing it in japan....what are you gonna do....sue them????So basically, you're flaming me, so that's okay... In a topic where I'm trying to prevent thieves? When you start bellyaching about people taking your (albeit crappy) models, I'll remember to point you to this thread. quote:You just need to shut the hell up and quit whining about something that you dont have any clue about....you cannot stop anyone from looking at your work.....looking at and plagerizing are two totally different things.You

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:17:00 GMT  
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quote:Originally posted by dead4ayear2:I call that mutant center a prison center because it looks like the prison center in one of the TD Nod levels where you had to destroy the gdi base and rescue the prisoners.Actually, mutant lab and prison facility are incorrect terminology for that structure. In TD it was reffered to as a Technology Center.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:47:00 GMT  
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I'll brb. I'm gonna go play TD to find out the truth about this. Edit: Yes, it does say "prison" on it and in the video, the guy that works for kane as well calls it a prison center. I couldn't get a screen shot because I tried and it's all really dark. [ February 08, 2003, 09:23: Message edited by: dead4ayear2 ]

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:25:00 GMT  
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I agree with you guys not to import anyone else's work, I know there are no legal copyrights as none of us will have got the legal documents to copyright the work but I am assuming all the guys in here agree to this pact between all of us all and importing should not happen if you guys have morels. I would also like to say that importing Westwood materials are ok but if u was to import it then export it for use in another game you would probably find your selves in court faster than you can import it.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 12:06:00 GMT  
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quote:Originally posted by dead4ayear2:I never said I was gonna steal it! I might want to make a SP level for myself! Besides, I can make my own prison center! Hmph!! don't know why you even care that much anyway. It's not even your prison center. It's westwood's. It's not a prison center. It's a Mutant Lab, and it was given to me... Therefore it is mine.

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Subject: Don't want your work imported? Just say so here  
Posted by [Anonymous](#) on Sat, 08 Feb 2003 17:15:00 GMT  
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Signed

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