
Subject: C&C Sand is released!
Posted by [Anonymous](#) on Fri, 07 Feb 2003 22:37:00 GMT
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Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 07:39:00 GMT
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areas which are, without a doubt, clearly textured as sand, give tiberium poisoning. the background texture sucks, and the textures of the tunnels look like they were chosen at random. This map is basically a simplified version of C&C_Canyon. Once the refinery is destroyed, the harvester still just stays in the unloading bay (but this may be inevitable). 2/5 stars

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 07:42:00 GMT
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If you could have done any better, please, do so. Wait, you can't. Your last map had little to no blending of textures and played like total crap. I don't see who you are to judge anything of mine.

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 07:55:00 GMT
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quote:Originally posted by flamin yawn: areas which are, without a doubt, clearly textured as sand, give tiberium poisoning. the background texture sucks, and the textures of the tunnels look like they were chosen at random. This map is basically a simplified version of C&C_Canyon. Once the refinery is destroyed, the harvester still just stays in the unloading bay (but this may be inevitable). 2/5 stars That looks like something ACK would say.

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:05:00 GMT
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Oh of course, why should anyone ever judge "your" maps! (sarcasm) Just because my map had blending problems, that doesn't take away the fact that "your" C&C-Sand sucks. I have EVERY right to judge "your" map regardless of MY mapping skill level, and so does ANYONE else regardless of theirs. When you put "your" maps up for download, people will tell you what they think of it--so deal with it.

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:08:00 GMT
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And C&C_Tiber_River was my 1st map. and what number is "yours"? and wait, whats that i hear? it still sucks? what a shame!

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:11:00 GMT
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This map seriously sucks. And like flamin yawn said, "the background texture sucks, and the textures of the tunnels look like they were chosen at random. This map is basically a simplified version of C&C_Canyon." I agree with that statement 100%. This map sucks and it was a waste of your time making it and my time downloading it.

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:14:00 GMT
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quote: This map sucks and it was a waste of your time making it and my time downloading it. what do you mean, It was only like 800kb

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:15:00 GMT
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quote:Originally posted by OrcaPilot26: quote: This map sucks and it was a waste of your time making it and my time downloading it. what do you mean, It was only like 800kbWant me to put, "Waste of my time downloading and playing." Does that make you feel better?

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:15:00 GMT
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I voiced my opinion of it's suckage in the "preview post" of it, and I'll say it again here: I think it sucks There's a reason why some maps were cut. Some, perhaps, were just bugs that you could fix and release, but you can't fix a map with a horrible design...

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:24:00 GMT

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Time to go find all the usual mistakes ACK makes in all his maps. Shoouldnt be hard it never really is.

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 08:44:00 GMT

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I don't get the point of these maps without vehicles. The whole point (well maybe half) of Renegade is vehicles.

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:12:00 GMT

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quote:Originally posted by rjs87:This map seriously sucks. And like flamin yawn said, "the background texture sucks, and the textures of the tunnels look like they were chosen at random. This map is basically a simplified version of C&C_Canyon." I agree with that statement 100%. This map sucks and it was a waste of your time making it and my time downloading it.And you people wonder why Westwood doesn't pay attention to you.

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:18:00 GMT

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Lay off teh ACK... Do you know how much work he puts into these maps?

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:36:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by rjs87:This map seriously sucks. And like flamin yawn said, "the background texture sucks, and the textures of the tunnels look like they were chosen at random. This map is basically a simplified version of C&C_Canyon." I agree with that statement 100%. This map sucks and it was a waste of your time making it and my time downloading it.And you people wonder why Westwood doesn't pay attention to you.That one hurt deep down inside .

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:43:00 GMT

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thx for the new map to play, man i love the dm type maps but most of them are not big enough for 32 players i had a go on the pits the other night and was much fun im gona get dethroses to add it to the moonlightshakers server so i can get some boinks i didnt do to well on the pits as im in the uk and dont get the best ping

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:44:00 GMT

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I havnt looked at this map yet.I heard from the grape vine that ACK hated my C&C_Clover map. Its ok, I have never been able to get my Texture blending to work right.That aside,I think everyone is being a little harsh on each other. Constructive Criticism (cant spell) is better. If something sucks, please convey a tutorial to correct problems.and oh yeah, KANE LIVES!! am not the Ownage LOL

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 09:44:00 GMT

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I'm with flamin yawn. P.S. Beach is the only map that is really worth playing. And even it needs work. Needs more sniper rifle spawners!

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 10:04:00 GMT

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Also has a floating tree.But like Ive said when you play an ACK map you shouldnt expect it to be perfect.Or anywheres near it for that matter. [February 08, 2003, 10:33: Message edited by: phinal]

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 10:30:00 GMT

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im being about as "constructive" with my criticism as ACK was with his about my map, so fair is fair.Taximes is right, these maps were probable cut because the concept sucked in the first place--except for bunkers (more people should play that!)ACK, is there any way to make it so the harvester will no longer spawn once the refinery is destroyed or will we just have to live with that

for gobi and sand?

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 11:44:00 GMT
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Nothing is ever perfect. But its the fun that counts and in my opinion 32 player+ dm style maps are loads of fun.

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 15:02:00 GMT
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If you don't like the map, lots of thew stuff thats ass with it is the stuff WS did. He didn't make the bloody map, he finished it

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 15:24:00 GMT
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We're humans,we make mistakes,and it's normal. [February 08, 2003, 15:25: Message edited by: Aprime1]

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 15:38:00 GMT
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This map sucks !!!!

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 15:38:00 GMT
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i wont complain to WW, they were smart enough NOT to finish it, ACK on the other hand...

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sat, 08 Feb 2003 15:47:00 GMT
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quote:Originally posted by jessica:This map sucks !!!! So do you!

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sat, 08 Feb 2003 19:08:00 GMT

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what a GREAT, not to mention MATURE comeback!

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sun, 09 Feb 2003 00:20:00 GMT

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quote:Originally posted by phinal:Sure it isnt. Maybe if you werent so stupid you would have realized we were talking about beach.But hey.Its not like we thought you were smart to begin with.Nice try though moron.Now go back to making more maps.This way we can all tell you they suck.Geeezz for someone who says hes dedicated you sure dont work very much.I mean we cant make fun of you if you dont give us something to make fun of now can we?So wheres your map idiot? Go make a map and post it and lets see how everyone thinks of it.1. Your new to these forums, so you couldn't call any map "stupid" because you haven't tried to make any maps.2. Your comebacks are the same stupid thing, go back to your "Special" school.3.look who is the one hiding there member rating.you don't want people to see how much everyone thinks you suck. [February 08, 2003, 12:21: Message edited by: Laser2150]

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sun, 09 Feb 2003 00:26:00 GMT

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You don't need to be able to make a map to critique one. Anyone who plays on the maps can do that.

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sun, 09 Feb 2003 01:06:00 GMT

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God ****...you guys are lucky ack is putting his time and effort to produce these maps, no matter what quality you guys think it is. A map is better than No map

Subject: C&C Sand is released!

Posted by [Anonymous](#) on Sun, 09 Feb 2003 09:54:00 GMT

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quote:Originally posted by flamin yawn:what a GREAT, not to mention MATURE comeback!
Thanks That was not a comeback (I was not insulted)

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Sun, 09 Feb 2003 14:26:00 GMT
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i like ack maps but this one not im sorry its sucks

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Mon, 10 Feb 2003 18:12:00 GMT
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quote:Originally posted by jessica:i like ack maps but this one not im sorry its sucks I am gonna have to agree with Jessica on this one...Oh, and for the dude who spoke about hiding member ratings, I have four outta five stars, and I hide mine becuase I think it is useless to try and set your self worth dependent on such a trivial thing.

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Mon, 10 Feb 2003 19:38:00 GMT
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Funny, when we played it on The Pits earlier tonight, everyone loved it.

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Mon, 10 Feb 2003 19:41:00 GMT
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i like it ... oh yah why does the pits keep one closing!? i get in and two games latter it will close

Subject: C&C Sand is released!
Posted by [Anonymous](#) on Tue, 11 Feb 2003 10:26:00 GMT
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quote:Originally posted by aircraftkiller2001:Funny, when we played it on The Pits earlier tonight, everyone loved it.Yea I was gonna say something about that. Lots of people were the Pitts last night. I aminly remember me ACK and VM were in it. The map changed from bunkers to sand, and everyone was having fun. It's really a good map, but it wasn't the best experience because GDI blew up our **** HON in 1minute But its a good mapPS. Paradox Harbour is still the best map
