
Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Anonymous](#) on Tue, 11 Feb 2003 11:40:00 GMT
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This isn't new - but the flying building zip by Westwood does not have barb wire on the barracks - and the standard buildings have them messed up. (if you know this and have your own fixed copy -good on you)So - i fixed the flying barracks to have it. I have seen maps made without the barbwire -- so if your still using the old ones - maybe you should download the file? (and yes - i have seen maps *without* the wire)as soon as the Modx is done upgrading - i will upload the barracks gmax with the corrected barb wire in place. (it's just the barracks - with the wire - everything else is pure Westwood)if you can't wait - email stonerook1@hotmail.com and i can send it to you (small file - 104K)Good Day...

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Anonymous](#) on Tue, 11 Feb 2003 22:50:00 GMT
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de ownage... get it

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Anonymous](#) on Tue, 11 Feb 2003 23:13:00 GMT
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I already had it from the maps I had finished earlier.

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Anonymous](#) on Wed, 12 Feb 2003 06:34:00 GMT
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quote:Originally posted by aircraftkiller2001:I already had it from the maps I had finished earlier. Hence me stating - if you have it -- good on you... but some joe's don't - so here it is...

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Anonymous](#) on Wed, 12 Feb 2003 09:45:00 GMT
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hey ****it! is that a cut on me!?! (me=joe)

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Anonymous](#) on Wed, 12 Feb 2003 11:42:00 GMT

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quote:Originally posted by DeafWasp:hey ****it! is that a cut on me!? (me=joe)maybe --

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Anonymous](#) on Wed, 12 Feb 2003 11:48:00 GMT

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quote:Originally posted by StoneRook: quote:Originally posted by aircraftkiller2001:I already had it from the maps I had finished earlier. Hence me stating - if you have it -- good on you... but some joe's don't - so here it is... Bah.

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Anonymous](#) on Wed, 12 Feb 2003 16:16:00 GMT

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Tiber River didn't have it.

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Anonymous](#) on Thu, 13 Feb 2003 05:31:00 GMT

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quote:Originally posted by aircraftkiller2001: quote:Originally posted by StoneRook:
quote:Originally posted by aircraftkiller2001:I already had it from the maps I had finished earlier.
Hence me stating - if you have it -- good on you... but some joe's don't - so here it is...
Bah.Bah? --- nice.... anyway - the file is now on modx.renevo.com...enjoy

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Fabian](#) on Tue, 29 Apr 2003 19:51:58 GMT

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sorry about reviving a dead thread but i couldnt find the new barracks on dantes mod exchange...could you give me a direct link?

dead4ayear2Tiber River didn't have it.
bahh! that was my very first map...more of a learning experience anyway.

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Aircraftkiller](#) on Tue, 29 Apr 2003 20:22:15 GMT

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I saw what you said about my Country Meadows map on C&C Ammo.

You can fuck off, champ... Don't bother asking me for help again.

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Fabian](#) on Tue, 29 Apr 2003 20:53:12 GMT
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i cant EVEN find what i said, but im sure it was something along the lines of the draw distance being a problem, and it being a large map with pretty much a whole bunch of trees and destroyed crap on the ground. while i do admit the SAMS and repair pads were nice...thats about the only thing i liked about that map. i have the right to my own opinion, as do you. and if you choose not to help me, even though i never specifically asked YOU, so be it.

i dont care, especially since you have never helped me before you found out what i said, and you wouldnt help me had you never seen what i posted anyway. Im not TRYING to make enemies with you ACK, but it seems like you WANT to be enemies with me.

You insult people's maps ALL the time. I for one havent seen one single map made by someone other than you that you HAVENT insulted. But when someone talks about your map...you get really offensive. Compare how i responded to YOUR comments on Tiber River, and how you reacted to MY comments on Country Meadows--dont be so pissy.

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [maytridy](#) on Tue, 29 Apr 2003 21:09:46 GMT
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I agree with you, S.E.A.L. I can't find what S.E.A.L said either. :rolleyes:

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Aircraftkiller](#) on Tue, 29 Apr 2003 21:25:12 GMT
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SEALi cant EVEN find what i said, but im sure it was something along the lines of the draw distance being a problem, and it being a large map with pretty much a whole bunch of trees and destroyed crap on the ground. while i do admit the SAMS and repair pads were nice...thats about the only thing i liked about that map. i have the right to my own opinion, as do you. and if you choose not to help me, even though i never specifically asked YOU, so be it.

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other than you that you HAVENT insulted. But when someone talks about your map...you get really offensive. Compare how i responded to YOUR comments on Tiber River, and how you reacted to MY comments on Country Meadows--dont be so pissy.

You said, and I quote, "he didnt like my tiber river map.. lol its better than the POS he made for his first map"

If I have something to say about you... I'll say it to your face, not in some forum you never visit... asshole.

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Imdgr8one](#) on Tue, 29 Apr 2003 21:31:00 GMT
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Damn forgot what I was too say.
Just think something up

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Fabian](#) on Tue, 29 Apr 2003 22:23:43 GMT
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By the way, in a different thread, I DEFENDED you, saying that what you usually say is right, and your the only one who really has the guts to say it what you do. I still stand by my opinion on Country Meadows, but you are right that i shouldnt be talking about you behind your back, and im sorry for that. i think i found the post (wasnt an exact match with what you quoted, so im not sure), and deleted it.

Hopefully with that over, can anyone else give me a direct link to the fixed barracks?

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Beanyhead](#) on Tue, 29 Apr 2003 23:26:18 GMT
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Is this still on ModX or did it get deleted during the new ModX on vB?

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Aircraftkiller](#) on Wed, 30 Apr 2003 01:04:42 GMT
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SEALBy the way, in a different thread, I DEFENDED you, saying that what you usually say is right, and your the only one who really has the guts to say it what you do. I still stand by my opinion on Country Meadows, but you are right that i shouldnt be talking about you behind your

back, and im sorry for that. i think i found the post (wasnt an exact match with what you quoted, so im not sure), and deleted it.

Hopefully with that over, can anyone else give me a direct link to the fixed barracks?

You don't need it. Just convert one of the stock Westwood maps and take out the barbed wire. Place the barbed wire where it belongs on the Infantry Barracks and you're all set.

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [exnyte](#) on Wed, 30 Apr 2003 01:08:25 GMT
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SEALI for one havent seen one single map made by someone other than you that you HAVENT insulted.

I have....

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Fabian](#) on Wed, 30 Apr 2003 02:16:39 GMT
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majikentSEALI for one havent seen one single map made by someone other than you that you HAVENT insulted.

I have....

Yes, i worded that very carefully. Im sure ack has complemented really good maps, but i had never seen it done, which just implies that its rare.

btw, thanks ack

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Aircraftkiller](#) on Wed, 30 Apr 2003 02:29:02 GMT
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Quote:Started by SEAL, Post by SEAL

Update: Apache got my map into a .mix file and everything, but there were many problems, some of which effected gameplay, giving GDI an advantage (yes BOB, i know), and there was a point that you could even walk off the end of the map. i knew if i fixed them in gmax, Apache would have to redo ALL his work in Level edit. i didnt go to school today because i was sick, so i spent the morning doing all the tideuos work in level edit: spawners, purchase terminalsm building controllers, sounds, etc, and i sent him that file. so all he has to do is put the waypoints in and stuff (the stuff that i dont know how to do, but is not tedious once you know how to do it). hopefully he wont be so tired of helping me out that he'll do it, but only time will tell. Since the

biolab .zip that ACK posted on renegade realm doesnt even have all of the textures included (idiot!), and i dont know which they are (they might even be custom textures), the biolab had to be excluded. but i fixed it so it doesnt look like a huge empty space. other than ALL that the map is pretty good. my dream is to be eventually called AircraftkillerKiller.

Interesting, to say the least.

I never made any Biological Lab. That was OrcaPilot26.[/code]

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [exnyte](#) on Wed, 30 Apr 2003 04:04:20 GMT
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SEALmajikentSEALI for one havent seen one single map made by someone other than you that you HAVENT insulted.

I have....

Yes, i worded that very carefully. Im sure ack has complemented really good maps, but i had never seen it done, which just implies that its rare.

btw, thanks ack

Acually... I was replying to the way you worded it. The way you worded it is saying that you have never seen a map that ACK hasn't said something bad about. All I was saying is I have... and it's in this forum even.

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [StoneRook](#) on Wed, 30 Apr 2003 12:10:01 GMT
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it was deleted on the move to modx via VB.

and my i didn't make a backup. (or i can't find it in the 100+ cd/dvd backup disks)

but you could extract a version from a working map and you will have it.

I only remade the wire - because it was easier for me to do so at the time.

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Fabian](#) on Wed, 30 Apr 2003 22:51:44 GMT
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AircraftkillerQuote:Started by SEAL, Post by SEAL

Update: Apache got my map into a .mix file and everything, but there were many problems, some of which effected gameplay, giving GDI an advantage (yes BOB, i know), and there was a point that you could even walk off the end of the map. i knew if i fixed them in gmax, Apache would have to redo ALL his work in Level edit. i didnt go to school today because i was sick, so i spent the morning doing all the tideuos work in level edit: spawners, purchase terminalsm building controllers, sounds, etc, and i sent him that file. so all he has to do is put the waypoints in and stuff (the stuff that i dont know how to do, but is not tedious once you know how to do it). hopefully he wont be so tired of helping me out that he'll do it, but only time will tell. Since the biolab .zip that ACK posted on renegade realm doesnt even have all of the textures included (idiot!), and i dont know which they are (they might even be custom textures), the biolab had to be excluded. but i fixed it so it doesnt look like a huge empty space. other than ALL that the map is pretty good. my dream is to be eventually called AircraftkillerKiller.

Interesting, to say the least.

I never made any Biological Lab. That was OrcaPilot26.[/code]

Hmm...dont know why i thought you made the biolab, i said that a long time ago, and i probably DID have it, but somehow lost it or something... :oops:

and please dont take "ackk" personally. at the time, all i knew about you is that you were some renegade map guru, and i guess many people do wish they were better than you as far as renegade modding. a bit idealistic, but if you think about it, being THE person to try and top is kinda complementing your maps.

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Aircraftkiller](#) on Wed, 30 Apr 2003 23:45:06 GMT
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You know, all you had to do was talk to me.

You, and the rest of them, do not need to talk shit about me... If you think that'll make you better, it just makes me work harder to make sure you don't best me.

So try and ask first... Wonders of good it does? Hmm.

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [Fabian](#) on Thu, 01 May 2003 22:07:50 GMT
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okay.

i used a ripped barbed wire model from field. it looks fine when you look at it from an angle, but when you look at it head on, it looks bad.

heres a pic: <http://www.crypticwarning.com/matt/barbedprob.JPG>

and to answer people's first question, yes, 2-sided is checked off.
hope you can help, thanks

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [StoneRook](#) on Fri, 02 May 2003 15:11:11 GMT
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Wire back at ModX

<http://modx.renevo.com/showthread.php?s=&threadid=278>

i've included both types of barracks(flying/non-flying) - and the wire by itself.

enjoy.....

Subject: GDI Barracks (flying) fixed with barb wire...
Posted by [StoneRook](#) on Fri, 02 May 2003 15:36:31 GMT
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SEALokay.

i used a ripped barbed wire model from field. it looks fine when you look at it from an angle, but when you look at it head on, it looks bad.

heres a pic: <http://www.crypticwarning.com/matt/barbedprob.JPG>

and to answer people's first question, yes, 2-sided is checked off.
hope you can help, thanks

2 sided has to be checked "on" not "off"

or you could use the model i just uploaded ^
