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Subject: mission maps AOW

Posted by [wittebolx](#) on Tue, 21 Aug 2007 23:32:46 GMT

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hey guys, im having problems making a mission map with buildings that actually work.

im no running some mission maps but there is no base killing, ive tried many things, but it wont work, now all people just have to wait 15 minutes before game is over, can someone help me or tell me how to make mission maps with buildings, so we can have a normal AOW battle on mission maps?

thx in advance.

you can also mail me at [info@wittebolx.com](mailto:info@wittebolx.com)

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Subject: Re: mission maps AOW

Posted by [BlueThen](#) on Tue, 21 Aug 2007 23:51:07 GMT

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ffs come up with your own ideas!

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Subject: Re: mission maps AOW

Posted by [Gen\\_Blacky](#) on Tue, 21 Aug 2007 23:58:29 GMT

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Use LE to edit the maps

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Subject: Re: mission maps AOW

Posted by [a000clown](#) on Wed, 22 Aug 2007 00:05:56 GMT

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So much for:

Quote:"not copying kam i mean it, i just wanna add some turrets and GT's to my game using the !build commands.

if i would copy the !buy !purchase and stuff, thats Kamuix work, so i will not use that."

Face it you just want to have a duplicate of Kam's serv with different titles for things and power of course, hypocritical liar...

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Subject: Re: mission maps AOW

Posted by [Sn1per74\\*](#) on Wed, 22 Aug 2007 01:33:12 GMT

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GET OVER IT, I'm tired of all the you copied this guy you copied that one. JUST SHUTUP. It's so annoying.

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Subject: Re: mission maps AOW  
Posted by [BlueThen](#) on Wed, 22 Aug 2007 01:41:00 GMT  
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Sn1per74\* wrote on Tue, 21 August 2007 20:33GET OVER IT, I'm tired of all the you copied this guy you copied that one. JUST SHUTUP. It's so annoying.  
Though It's true.

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Subject: Re: mission maps AOW  
Posted by [IronWarrior](#) on Wed, 22 Aug 2007 03:10:39 GMT  
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I don't really believe that people "own" idea's, I been thinking about using mission's maps for AOW gameplay for year's.

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Subject: Re: mission maps AOW  
Posted by [a000clown](#) on Wed, 22 Aug 2007 04:38:43 GMT  
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IronWarrior wrote on Tue, 21 August 2007 23:10I don't really believe that people "own" idea's, I been thinking about using mission's maps for AOW gameplay for year's.  
Tell that to people who patent their creations... Just because someone doesn't pay for a patent doesn't mean you're not stealing their creation.

Ideas are of very high value in the world. With the same resources on person has, another can create something millions of people will use while the other person does not.  
Websites like myspace or facebook for example, I'm sure professional website developers can easily create a duplicate of these sites, but they didn't come up with the idea and whatever they come up with will just be copy without new and unique ideas of their own.

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Subject: Re: mission maps AOW  
Posted by [R315r4z0r](#) on Wed, 22 Aug 2007 04:58:42 GMT  
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Yes, unless it is part of the idea that it can be publicly used, ideas should never be taken from an owner without permission.

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Subject: Re: mission maps AOW  
Posted by [\\_SSnipe\\_](#) on Wed, 22 Aug 2007 05:09:41 GMT  
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ya i think is pretty fucked up to copy kams ideas tnh

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Subject: Re: mission maps AOW  
Posted by [Gen\\_Blacky](#) on Wed, 22 Aug 2007 07:48:10 GMT  
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i really don't think he will be able 2 to copy his idea because he has his own scripts

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Subject: Re: mission maps AOW  
Posted by [Xpert](#) on Wed, 22 Aug 2007 11:57:50 GMT  
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Kam made his own custom scripts from the SSAOW and SSGM projects. Some of the stuff he makes is simple dragonade stuff, but the other half is just ridiculous. The rest is just LE work to the extreme.

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Subject: Re: mission maps AOW  
Posted by [Sn1per74\\*](#) on Wed, 22 Aug 2007 14:26:27 GMT  
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But whenever somebody makes a topic like this, I just wait for somebody to pop in and say somebody stole something. It's ridiculous. You're right about the facebook and myspace thing. But, if somebody makes a duplicate of these sites, there is no way they will be as popular. AND Kamuix isn't getting paid for his server. His server is by far the most popular server with the fake buildings. So why do you care if somebody else has it too? You're not making a profit on it. If you were, then I'd see your point. But, right now I don't. It's just like saying Westwood made maps. So if somebody else makes maps they're copying them. So they stole. No, it's not like that at all.

---

Subject: Re: mission maps AOW  
Posted by [IronWarrior](#) on Wed, 22 Aug 2007 16:53:35 GMT  
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Aslong the kid make's his own script's for his mod, that's fine.

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Subject: Re: mission maps AOW

Posted by [a000clown](#) on Wed, 22 Aug 2007 18:23:26 GMT

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Sn1per74\* wrote on Wed, 22 August 2007 10:26 His server is by far the most popular server with the fake buildings. So why do you care if somebody else has it too? You're not making a profit on it. If you were, then I'd see your point. But, right now I don't.

It used to be a purely unique server and always packed making me wait for an empty slot so I could join. Since people have been trying to copy Kam it's had a lot less traffic.

IronWarriorAslong the kid make's his own script's for his mod, that's fine.

From what it looks like to me RoShambo scripted a lot of it and wittebolx just changed the values to his preference. I don't think he has any original coding of his own.

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Subject: Re: mission maps AOW

Posted by [Genesis2001](#) on Thu, 23 Aug 2007 00:17:53 GMT

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Sn1per74\* wrote on Wed, 22 August 2007 08:26 Kamuix isn't getting paid for his server. His server is by far the most popular server with the fake buildings. So why do you care if somebody else has it too? You're not making a profit on it. If you were, then I'd see your point. But, right now I don't.

Ditto. Nicely put Sn1per74

-MathK1LL

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Subject: Re: mission maps AOW

Posted by [Sn1per74\\*](#) on Thu, 23 Aug 2007 04:27:19 GMT

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Clown wrote on Wed, 22 August 2007 13:23 Sn1per74\* wrote on Wed, 22 August 2007 10:26 His server is by far the most popular server with the fake buildings. So why do you care if somebody else has it too? You're not making a profit on it. If you were, then I'd see your point. But, right now I don't.

It used to be a purely unique server and always packed making me wait for an empty slot so I could join. Since people have been trying to copy Kam it's had a lot less traffic.

Renegade players have also gone away by the handfulls lately. Maybe that's the reason? But O, No. That can't be it. Let's just blame it on other people's servers.

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Subject: Re: mission maps AOW

Posted by [Gen\\_Blacky](#) on Thu, 23 Aug 2007 16:38:48 GMT

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Sn1per74\* wrote on Wed, 22 August 2007 23:27Clown wrote on Wed, 22 August 2007 13:23Sn1per74\* wrote on Wed, 22 August 2007 10:26His server is by far the most popular server with the fake buildings. So why do you care if somebody else has it too? You're not making a profit on it. If you were, then I'd see your point. But, right now I don't. It used to be a purely unique server and always packed making me wait for an empty slot so I could join. Since people have been trying to copy Kam it's had a lot less traffic. Renegade players have also gone away by the handfulls lately. Maybe that's the reason? But O, No. That can't be it. Let's just blame it on other people's servers.

Its true

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**Subject: Re: mission maps AOW**  
Posted by [a000clown](#) on Fri, 24 Aug 2007 03:33:49 GMT  
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Sn1per74\* wrote on Thu, 23 August 2007 00:27Clown wrote on Wed, 22 August 2007 13:23Sn1per74\* wrote on Wed, 22 August 2007 10:26His server is by far the most popular server with the fake buildings. So why do you care if somebody else has it too? You're not making a profit on it. If you were, then I'd see your point. But, right now I don't. It used to be a purely unique server and always packed making me wait for an empty slot so I could join. Since people have been trying to copy Kam it's had a lot less traffic. Renegade players have also gone away by the handfulls lately. Maybe that's the reason? But O, No. That can't be it. Let's just blame it on other people's servers.

Coincidentally when the Lua plugin was released actually, but I am not blaming the creator of this plugin as it can be used for many useful things and is not responsible for the actions of others using it.

Either way I am not blaming any one person or community for the loss of traffic. wittebolx happens to have previously said that he's only going to copy a few features but now it seems he's copying a lot of ideas.

Other people who have been copying Kam I don't mind, because they asked Kam if they could and he agreed, I respect the fact that they asked.

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**Subject: Re: mission maps AOW**  
Posted by [wittebolx](#) on Fri, 24 Aug 2007 10:23:56 GMT  
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i guess i will reply to all of this.

1. i have a problem with 1 unique server, why?? because for example kams server wich is great, was in the time i played there mostly being fucked over by some mods: W4ARNING and Dagonz0. they where banning people for anything they could think about, so.. because it was so unique there was no other server to play it on, thats why i thought, there has to be some competition for it

to give players that are banned for no reason or just other players a change of choosing wich server they wanna play, it seems i give those people a chance to choose.  
2. as for copying things? i dont no shit about editing a scripts.dll file or c++ but i was learning to use Lua with roshambo before the LuaPlugin came out and when it did i took the plugin and wrote some scripts in it with standard presets used in LE. so if kam is using a edited script and i use a LuaPlugin im not copying, i dont use modified characters (because the character are already in LE)so again im not copying. and here is the thing i told you guys before... YES i liked the idea of kams server so i did a version of my own, again to give renegade players a choice where they wanna play in. so if kams server is not packed anymore.. well lets just say: i think players didnt come back for maybe the same reasons i had. and the funny thing is, the more you guys talk about my server or website or anything, the more people join my server (lol) this is free advertising

and it seems there are about 6 or 7 servers that use the LuaPlugin but you guys (mods of kams server) always are picking on me, its fine because it seems im a thread to you (again lol). maybe.. its just an idea.. keep a focus on the server you support to get more players instead of using you energy for this spamming that gives me all the chance to convince other players to have a choice on wich server they wanna play.

3. this topic was about Mission Maps AOW (not C&C). i already have a mission map server and i C&C server, im making a mission Maps AOW server (yep a 3th server) because there is no AOW server with mission maps as far as i know. so.. you can keep up with spamming about me or as i recall Banning all players that play on my servers (again 2x lol). or get you focus on the server that you support and attract people to it. the thing is.. i know that there are people who hate me for what im doing or did (but i dont care) and there are players who congrat me for doing this because and i quote: Those mods on kams server did nothing to prevent players from leaving because there EGO was so big, they thought they owned the place as if there where GODS, and now they are complaining?? they must look at theirsself before complaining to others (nice quote i think).

anyway, if there are people who can tell me about making a working building controller on a building i would appreciate it, i can make the building, but i can not make them so they are objectives to destroy like in normal AOW maps.  
thx in advance.

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Subject: Re: mission maps AOW  
Posted by [Sn1per74\\*](#) on Fri, 24 Aug 2007 13:23:01 GMT  
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I host a sp map AOW server.... It' called Mission Maps AOW.

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Subject: Re: mission maps AOW  
Posted by [bisen11](#) on Fri, 24 Aug 2007 17:41:30 GMT  
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EA copies everyone.

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Subject: Re: mission maps AOW  
Posted by [wittebolx](#) on Fri, 24 Aug 2007 17:48:01 GMT  
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Sn1per74\* wrote on Fri, 24 August 2007 15:23I host a sp map AOW server.... It' called Mission Maps AOW.

do you mind if i also wanna make 1, it will not be a normal AOW, more like a Crazy/Weird AOW

---

Subject: Re: mission maps AOW  
Posted by [Gen\\_Blacky](#) on Fri, 24 Aug 2007 20:56:57 GMT  
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If u want to be like EA

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Subject: Re: mission maps AOW  
Posted by [Sn1per74\\*](#) on Fri, 24 Aug 2007 23:05:19 GMT  
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wittebolx wrote on Fri, 24 August 2007 12:48Sn1per74\* wrote on Fri, 24 August 2007 15:23I host a sp map AOW server.... It' called Mission Maps AOW.

do you mind if i also wanna make 1, it will not be a normal AOW, more like a Crazy/Weird AOW

I could care less.

---

Subject: Re: mission maps AOW  
Posted by [a000clown](#) on Sat, 25 Aug 2007 05:41:14 GMT  
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I might as well respond to a few statements/questions.

I promise this will be my last post in this topic as I'm sure the mods don't want us going offtopic and probably the majority of the people reading this don't give a damn about our disagreements.

-W4ARNING and DAgunz0 have both been removed as mods for awhile now, also W4ARNING is a cheater. I completely agree some players have left because of our mods.

-We don't care how you made your server, scripting, programming, whatever. The point is you copying the ideas.

-Yes we pick on you and we know there are other servers. The difference is you said you would only use a few specific things, but now you copy as much as you can figure out. You're a lying hypocrite.

-No we are not banning people who play on your server. Some mods wanted to ban your mods/admins but this is not being allowed.

bisen11 wrote on Fri, 24 August 2007 13:41EA copies everyone.  
Not to mention buy out and exploit other companies for as much profit as possible.

wittebolx wrote on Fri, 24 August 2007 13:48Sn1per74\* wrote on Fri, 24 August 2007 15:23I host a sp map AOW server.... It' called Mission Maps AOW.

do you mind if i also wanna make 1, it will not be a normal AOW, more like a Crazy/Weird AOW

Why do you ask? You're just going to do what you want even if he said he had a problem with it...

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Subject: Re: mission maps AOW  
Posted by [Sn1per74\\*](#) on Sat, 25 Aug 2007 14:26:48 GMT  
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How come all you mods for Kam's server always speak for him? I never seen Kamuix come and say to ANYBODY, hey I don't like that you copied me. Don't get me wrong, Kamuix is a great guy, and he's a smart guy. Even so, some of the stuff you say we copied, is not that hard to do. So are you saying when a while ago, when drop mods were popular, you could of said that every server was copying others peoples servers because most of them used drop mods. Everyone made just about the same things. Yet, people didn't care. AND, that is NOT your last post above me, because you have to respond to this.

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Subject: Re: mission maps AOW  
Posted by [Sn1per74\\*](#) on Tue, 28 Aug 2007 00:09:15 GMT  
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renalpha wrote on Mon, 27 August 2007 04:32why dont you go cry somewere else?  
i made m01 once and strikes mp gaming has all spawners on exact the same spot as i made it

now everybody has the same idea and lmao  
just fkn die or something serious!

this gametype mission AOW isnt hard to come up with unless your a idiot.  
Me cry or clown?

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Subject: Re: mission maps AOW  
Posted by [wittebolx](#) on Fri, 31 Aug 2007 02:56:57 GMT  
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topic can be locked, i've got what i needed

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