
Subject: Crysis Project: Islands.

Posted by [mr£Ä\\$Ä-z](#) on Sun, 21 Jun 2009 18:47:33 GMT

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VIDEO

Discuss.

Subject: Re: Fuck, Scrin inspired me with his Crysis Papes :D

Posted by [crysis992](#) on Sun, 21 Jun 2009 18:51:45 GMT

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Wow awesome... release it

Subject: Re: Fuck, Scrin inspired me with his Crysis Papes :D

Posted by [Player](#) on Sun, 21 Jun 2009 19:00:07 GMT

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Fcking awesome , will you release it?

Subject: Re: Fuck, Scrin inspired me with his Crysis Papes :D

Posted by [mr£Ä\\$Ä-z](#) on Sun, 21 Jun 2009 19:08:35 GMT

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lol

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Subject: Re: Fuck, Scrin inspired me with his Crysis Papes :D

Posted by [Di3HardNL](#) on Sun, 21 Jun 2009 19:13:29 GMT

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Very nice work indeed trees are awesome and your textures to

I am sure people will love you if you release this

Subject: Re: Fuck, Scrin inspired me with his Crysis Papes :D

Posted by [slosha](#) on Sun, 21 Jun 2009 19:14:13 GMT

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it's pretty nice

crysis992 wrote on Sun, 21 Jun 2009 13:51Wow awesome... release it
hmm

Subject: Re: Fuck, Scrin inspired me with his Crysis Papes :D
Posted by [ErroR](#) on Sun, 21 Jun 2009 19:26:14 GMT
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i'm impressed, the bloom doesn't damade your eyes and actually looks nice
Anyway the islands look great indeed ;o

Subject: Re: Fuck, Scrin inspired me with his Crysis Papes :D
Posted by [MGamer](#) on Sun, 21 Jun 2009 19:40:17 GMT
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awesome bloom

the trees are cool too

Subject: Re: Fuck, Scrin inspired me with his Crysis Papes :D
Posted by [mr£Ä\\$Ä·z](#) on Sun, 21 Jun 2009 19:54:54 GMT
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I call it the Crysis Project.

Subject: Re: Crysis Project: Islands.
Posted by [Gen_Blacky](#) on Mon, 22 Jun 2009 04:51:24 GMT

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very nice job , add better water . Did you just hex edit it and add some bushes and stuff or did you import the map and retexture it.

Subject: Re: Crysis Project: Islands.

Posted by [Jeroenganges](#) on Mon, 22 Jun 2009 06:13:43 GMT

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Only problem I think is that some of the trees in that screenshot are blocking your sight on the river.

Subject: Re: Crysis Project: Islands.

Posted by [Omar007](#) on Mon, 22 Jun 2009 09:11:33 GMT

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Very nice

Jeroenganges wrote on Mon, 22 June 2009 08:13Only problem I think is that some of the trees in that screenshot are blocking your sight on the river.
a bit indeed

Subject: Re: Crysis Project: Islands.

Posted by [ErroR](#) on Mon, 22 Jun 2009 09:36:25 GMT

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Gen_Blacky wrote on Mon, 22 June 2009 07:51very nice job , add better water . Did you just hex edit it and add some bushes and stuff or did you import the map and retexture it.
aren't those trees and bushes added threw level edit?

Subject: Re: Crysis Project: Islands.

Posted by [LiL KiLLa](#) on Mon, 22 Jun 2009 11:23:22 GMT

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looks good what about the nod side..?

Subject: Re: Crysis Project: Islands.

Posted by [Gen_Blacky](#) on Mon, 22 Jun 2009 16:13:53 GMT

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ErroR wrote on Mon, 22 June 2009 04:36Gen_Blacky wrote on Mon, 22 June 2009 07:51very

nice job , add better water . Did you just hex edit it and add some bushes and stuff or did you import the map and retexture it.
aren't those trees and bushes added threw level edit?

if he remade the map its probably part of the map. if not he did it in level edit. A good way to add a whole bunch of bushes is to import the map. line out the bushes then export only the bushes and add it in level edit.

Subject: Re: Crysis Project: Islands.

Posted by [mr£\\$Ä-z](#) on Mon, 22 Jun 2009 16:40:16 GMT

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LE work, for the next maps the Tree's wont give me a Disadvantage, and if you look closer then you should see i have new bump mapped water

Subject: Re: Crysis Project: Islands.

Posted by [Gen_Blacky](#) on Mon, 22 Jun 2009 19:24:34 GMT

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Im talking about mega hax water tho.

Subject: Re: Crysis Project: Islands.

Posted by [JeepRubi](#) on Thu, 25 Jun 2009 15:42:27 GMT

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First of all, what the fuck is the point of making stuff just for yourself? Shouldn't your goal be to share it with other people?

Second thing is that this bears no resemblance to Crysis what so ever, why would you call it the Crysis project? All you did was swap textures and add some bushes.

Subject: Re: Crysis Project: Islands.

Posted by [LiL KiLLa](#) on Thu, 25 Jun 2009 15:57:41 GMT

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JeepRubi wrote on Thu, 25 June 2009 17:42 All you did was swap textures and add some bushes.

and a boat

Subject: Re: Crysis Project: Islands.
Posted by [Error](#) on Thu, 25 Jun 2009 16:02:20 GMT
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LiL KiLLa wrote on Thu, 25 June 2009 18:57JeepRubi wrote on Thu, 25 June 2009 17:42 All you did was swap textures and add some bushes.

and a boat

2 actually, but imo it's not needed

Subject: Re: Crysis Project: Islands.
Posted by [mr£\\$Ä-z](#) on Thu, 25 Jun 2009 16:23:26 GMT
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Actually more then you guys think

Subject: Re: Crysis Project: Islands.
Posted by [LR01](#) on Thu, 25 Jun 2009 16:39:30 GMT
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JeepRubi wrote on Thu, 25 June 2009 17:42First of all, what the fuck is the point of making stuff just for yourself? Shouldn't your goal be to share it with other people?

Second thing is that this bears no resemblance to Crysis what so ever, why would you call it the Crysis project? All you did was swap textures and add some bushes.

funny, how the reactions go the this:

"Second thing is that this bears no resemblance to Crysis what so ever, why would you call it the Crysis project? All you did was swap textures and add some bushes."

and this part:

"all, what the fuck is the point of making stuff just for yourself? Shouldn't your goal be to share it with other people?"
is getting ignored...

Subject: Re: Crysis Project: Islands.
Posted by [GEORGE ZIMMER](#) on Thu, 25 Jun 2009 16:52:21 GMT
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JeepRubi wrote on Thu, 25 June 2009 17:42First of all, what the fuck is the point of making stuff just for yourself? Shouldn't your goal be to share it with other people?

Second thing is that this bears no resemblance to Crysis what so ever, why would you call it the

Crysis project? All you did was swap textures and add some bushes.
This.

If you're going to post something, atleast have intention to release. Also, that seems to bare no resemblance to crysis. If the point of calling it "Crysis" was because of more graphical things, then name it something else. I might aswell make a mod about mutants taking over the world and call it "Renegade: Half Life" or something.

Also, bloom in general looks shitty. Why the hell does everyone think bloom=good graphics? It looks terrible.

Subject: Re: Crysis Project: Islands.

Posted by [Gohax](#) on Thu, 25 Jun 2009 18:26:20 GMT

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GEORGE ZIMMER wrote on Thu, 25 June 2009 11:52JeepRubi wrote on Thu, 25 June 2009 17:42First of all, what the fuck is the point of making stuff just for yourself? Shouldn't your goal be to share it with other people?

Second thing is that this bears no resemblance to Crysis what so ever, why would you call it the Crysis project? All you did was swap textures and add some bushes.
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Also, bloom in general looks shitty. Why the hell does everyone think bloom=good graphics? It looks terrible.

I actually think the bloom liked nice in this one. Sorta added to the atmosphere of the environment.

As for the map, it's really nice bro. Doesn't really matter what he calls it. Idk why people made a big deal from that lol. If he thinks it bears at least some resemblance to Crysis then let him name it so. You really think he could have copied Crysis' graphics exactly on Renegade? -.-

Subject: Re: Crysis Project: Islands.

Posted by [Sir Kane](#) on Thu, 25 Jun 2009 21:36:16 GMT

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That map sucks.

Subject: Re: Crysis Project: Islands.
Posted by [YazooGang](#) on Thu, 25 Jun 2009 21:41:33 GMT
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Why everything sucks for you? Like reborn and this map.
Your just making some jealous bullshit.

Subject: Re: Crysis Project: Islands.
Posted by [BlueThen](#) on Fri, 26 Jun 2009 01:45:57 GMT
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The sky is way too bright. Hurts my eyes.

Subject: Re: Crysis Project: Islands.
Posted by [mr£Ä\\$Ä-z](#) on Fri, 26 Jun 2009 15:29:07 GMT
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Then you have bad eyes and stop sitting 24/hours a day infront of your computer

Subject: Re: Crysis Project: Islands.
Posted by [LiL KiLLa](#) on Fri, 26 Jun 2009 19:55:04 GMT
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day infront of your computer

PWWWWWND

Subject: Re: Crysis Project: Islands.
Posted by [R315r4z0r](#) on Fri, 26 Jun 2009 20:33:08 GMT
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High-gamma does not equal bloom..

Lower your gamma, it looks like crap. I can't comment on the map because my eyes start bleeding if I watch the video for too long. It's way too bright!

Subject: Re: Crysis Project: Islands.
Posted by [DL60](#) on Fri, 26 Jun 2009 20:43:48 GMT
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This community doesn't need any maps. I made about ten maps before I realised that. Sry my mistake - Errare humanum est, sed in errare perseverare diabolicum.

Subject: Re: Crysis Project: Islands.
Posted by [R315r4z0r](#) on Sat, 27 Jun 2009 01:16:00 GMT
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The community may not need maps, but that doesn't change the fact that they're still fun to make.

Subject: Re: Crysis Project: Islands.
Posted by [DeathC200](#) on Sat, 27 Jun 2009 23:02:02 GMT
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give us bloom but at least bloom that does not eat up our fps rate at least it has to look nice but does not demand so much fps you know what i mean other then that madrackz keep up the good work your friend DeathC200

Subject: Re: Crysis Project: Islands.
Posted by [R315r4z0r](#) on Sun, 28 Jun 2009 04:31:23 GMT
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This is bloom:

This isn't:

He is using the ladder.

Subject: Re: Crysis Project: Islands.
Posted by [slosha](#) on Sun, 28 Jun 2009 05:58:08 GMT
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I'd also like to add that bloom doesn't make everything white. He's basically using "diffused glow." At least that's what it's called in Photoshop.

Subject: Re: Crysis Project: Islands.
Posted by [Try_lee](#) on Sun, 28 Jun 2009 08:05:12 GMT
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Needs more bleach.

Subject: Re: Crysis Project: Islands.

Posted by [mr£Ä\\$Ä-z](#) on Sun, 28 Jun 2009 10:16:03 GMT

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R315r4z0r wrote on Sat, 27 June 2009 23:31 This is bloom:

This isn't:

He is using the ladder.

You want that crap? ok wait gimme some time, dont have time right now.

Subject: Re: Crysis Project: Islands.

Posted by [R315r4z0r](#) on Mon, 29 Jun 2009 00:59:10 GMT

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I have a question: Is this map designed to take reference from the game Crysis?

Because if it isn't, then you spelled "Crisis" wrong.

Subject: Re: Crysis Project: Islands.

Posted by [slosha](#) on Mon, 29 Jun 2009 01:09:36 GMT

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R315r4z0r wrote on Sun, 28 June 2009 19:59 I have a question: Is this map designed to take reference from the game Crysis?

Because if it isn't, then you spelled "Crisis" wrong.

I always that it was spelled crysis. pwnage umm whatever your name is.

Subject: Re: Crysis Project: Islands.

Posted by [OWA](#) on Mon, 29 Jun 2009 14:25:08 GMT

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Music on the video sucks.

The map doesn't appear to be changed all that much apart from the texture replacements, added

trees and LE objects. This is nearly as bad as C&C Canyon Modified. Also, this bears no reference whatsoever to Crysis, unless you used textures from it.

Subject: Re: Crysis Project: Islands.

Posted by [mr£Ä\\$Ä-z](#) on Mon, 29 Jun 2009 16:22:44 GMT

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Ohhhh you prefer DJ Gayboy?

Subject: Re: Crysis Project: Islands.

Posted by [ErroR](#) on Mon, 29 Jun 2009 16:27:14 GMT

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do you at least understand what are you talking about?

Subject: Re: Crysis Project: Islands.

Posted by [mr£Ä\\$Ä-z](#) on Mon, 29 Jun 2009 16:28:35 GMT

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you prefer DJ Gayboy?

do you at least understand what are you talking about?

Do you even noticed wich language we speak here?

Subject: Re: Crysis Project: Islands.

Posted by [mr£Ä\\$Ä-z](#) on Mon, 29 Jun 2009 19:24:35 GMT

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Anyway, who said im finished with my islands map?

There will be much moooooore.

Subject: Re: Crysis Project: Islands.

Posted by [LiL KiLLa](#) on Mon, 29 Jun 2009 20:10:58 GMT

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map?

There will be much moooooore.

pro

Subject: Re: Crysis Project: Islands.
Posted by [cnc95fan](#) on Mon, 29 Jun 2009 21:11:02 GMT
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What did your grandfather do during the war?

Subject: Re: Crysis Project: Islands.
Posted by [OWA](#) on Mon, 29 Jun 2009 21:21:49 GMT
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I thought that was the music you used to be honest, since you appear to eat a bag of dicks for breakfast every day.

Subject: Re: Crysis Project: Islands.
Posted by [mr£Ä\\$Ä-z](#) on Mon, 29 Jun 2009 21:22:51 GMT
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Ohhhh someone crys because he didnt got my map

Subject: Re: Crysis Project: Islands.
Posted by [cnc95fan](#) on Mon, 29 Jun 2009 21:24:07 GMT
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ur maps iz bad

Subject: Re: Crysis Project: Islands.
Posted by [mr£Ä\\$Ä-z](#) on Mon, 29 Jun 2009 21:25:09 GMT
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Then dont expect any releases anymore

Subject: Re: Crysia Project: Islands.
Posted by [OWA](#) on Mon, 29 Jun 2009 21:25:37 GMT
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map

Lol, are you actually retarded or are you just putting it on?

I already have "YOUR" map. It comes with Renegade by default.

Subject: Re: Crysia Project: Islands.
Posted by [cnc95fan](#) on Mon, 29 Jun 2009 21:26:13 GMT
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That's saving you from disappointment, rather than us.

Subject: Re: Crysia Project: Islands.
Posted by [mr£\\$Ä-z](#) on Mon, 29 Jun 2009 21:30:46 GMT
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22:22Ohhhh someone crys because he didnt got my map
Lol, are you actually retarded or are you just putting it on?

I already have "YOUR" map. It comes with Renegade by default.
But you dont have my shaders and the Edited Version for MP.

Oh really that noone want my skins maps and stuff? ohh to bad i cant save more PM's anymore
also me asked some peoples for some skins etc that you never expected!

haha suckers

Subject: Re: Crysia Project: Islands.
Posted by [cnc95fan](#) on Mon, 29 Jun 2009 21:31:43 GMT
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Such a loss, for them.

Subject: Re: Crysia Project: Islands.
Posted by [OWA](#) on Mon, 29 Jun 2009 21:36:11 GMT
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my map

Lol, are you actually retarded or are you just putting it on?

I already have "YOUR" map. It comes with Renegade by default.

But you dont have my shaders and the Edited Version for MP.

Oh really that noone want my skins maps and stuff? ohh to bad i cant save more PM's anymore also me asked some peoples for some skins etc that you never expected!

haha suckers

Oh no I'm going to miss out(!) Boo fucking hoo.

To be honest I'll be glad of the hard drive space more than a duplicate of a map which I already have.

Subject: Re: Crysis Project: Islands.

Posted by [TeamWolf](#) on Mon, 29 Jun 2009 22:46:48 GMT

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Tbh you should of called it C&C_Islands_facelift or something.. The bushes are freashing as the textures are due to how long we have been playing the game..

But the bushes and trees just do not seem right, seeing how you have trees growin in the middle and they look more like bushes and the bushes on the walls are in one straight line, therefore not looking natural rather just merged with the map and dragged vertically there.

Subject: Re: Crysis Project: Islands.

Posted by [JeepRubi](#) on Tue, 30 Jun 2009 02:34:25 GMT

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Omg, you made me do it.

SHUT THE FUCK UP - NO ONE FUCKING CARES ABOUT YOUR MODIFIED VERSION OF TSE-CHENG LO'S C&C ISLANDS MAP. IF YOU AREN'T ABLE TO FIGURE OUT WHAT I JUST SAID, HERE'S A BETTER WAY OF SAYING IT.

STFU N00B!

P.S. Is there anything left to do but troll on these forums?

Subject: Re: Crysis Project: Islands.
Posted by [Gen_Blacky](#) on Tue, 30 Jun 2009 02:51:33 GMT
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JeepRubi wrote on Mon, 29 June 2009 21:34Omg, you made me do it.

Spam

P.S. Is there anything left to do but troll on these forums?

rofl why do you even care.

Subject: Re: Crysis Project: Islands.
Posted by [JeepRubi](#) on Tue, 30 Jun 2009 02:52:38 GMT
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I don't, I just copy pasted one of ACK's posts.

Subject: Re: Crysis Project: Islands.
Posted by [LR01](#) on Tue, 30 Jun 2009 07:41:08 GMT
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"P.S. Is there anything left to do but troll on these forums"

not everything is like this yet, try to prevent it from getting any worse...

Subject: Re: Crysis Project: Islands.
Posted by [ErroR](#) on Tue, 30 Jun 2009 08:01:06 GMT
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your maps is bad

Subject: Re: Crysis Project: Islands.
Posted by [TeamWolf](#) on Tue, 30 Jun 2009 10:12:22 GMT
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Jeep, you just made my day.

Subject: Re: Crysia Project: Islands.
Posted by [cnc95fan](#) on Tue, 30 Jun 2009 10:21:57 GMT
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TeamWolf wrote on Tue, 30 June 2009 05:12Jeep, you just made my day.
Trues

Subject: Re: Crysia Project: Islands.
Posted by [LR01](#) on Tue, 30 Jun 2009 18:33:57 GMT
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what? nobody likes showoffs?

Subject: Re: Crysia Project: Islands.
Posted by [crazfulla](#) on Wed, 01 Jul 2009 21:44:34 GMT
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JeepRubi wrote on Mon, 29 June 2009 21:34Omg, you made me do it.

SHUT THE FUCK UP - NO ONE FUCKING CARES ABOUT YOUR MODIFIED VERSION OF
TSE-CHENG LO'S C&C ISLANDS MAP. IF YOU AREN'T ABLE TO FIGURE OUT WHAT I JUST
SAID, HERE'S A BETTER WAY OF SAYING IT.

STFU N00B!

P.S. Is there anything left to do but troll on these forums?
JEEP RUBI YOU AR NOT JUST A BIG SPAMAR AND YOU THE BIG FONT JUST YOU REVIVE
OLD POSTS FUCK YOU BIG SPAMAR YOUR POSTS IS BAD YOU WANT I WRUGHT THIS
THE POSTS IS BAD HEY IS 1 YEAR
YOUR TROLL THIS FORUMS WIRH A COPY ACK IN ONE THREAD AND IS DONT JUST
MRACKS I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE YOU.

What? Some one had to do it.

Subject: Re: Crysia Project: Islands.
Posted by [MGamer](#) on Wed, 01 Jul 2009 22:19:27 GMT
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crazfulla wrote on Wed, 01 July 2009 16:44JeepRubi wrote on Mon, 29 June 2009 21:34Omg,
you made me do it.

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THE POSTS IS BAD HEY IS 1 YEAR
YOUR TROLL THIS FORUMS WIRH A COPY ACK IN ONE THREAD AND IS DONT JUST
MRACKS I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE YOU.

What? Some one had to do it.
someone make a mp3 of this

Subject: Re: Crysis Project: Islands.
Posted by [Havoc 89](#) on Wed, 01 Jul 2009 22:36:04 GMT
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crazfulla wrote on Wed, 01 July 2009 17:44JeepRubi wrote on Mon, 29 June 2009 21:34Omg,
you made me do it.

SHUT THE FUCK UP - NO ONE FUCKING CARES ABOUT YOUR MODIFIED VERSION OF
TSE-CHENG LO'S C&C ISLANDS MAP. IF YOU AREN'T ABLE TO FIGURE OUT WHAT I JUST
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STFU N00B!

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THE POSTS IS BAD HEY IS 1 YEAR
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MRACKS I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE YOU.

What? Some one had to do it.

That was lame. Very very lame.

Subject: Re: Crysis Project: Islands.
Posted by [Gen_Blacky](#) on Wed, 01 Jul 2009 23:33:41 GMT

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YOUR TROLL THIS FORUMS WIRH A COPY ACK IN ONE THREAD AND IS DONT JUST MRACKS I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE YOU.

What? Some one had to do it.

That was lame. Very very lame.

more like sad

Subject: Re: Crysis Project: Islands.
Posted by [kill](#) on Wed, 01 Jul 2009 23:55:58 GMT
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y not just lock this thread or move it cause this whole things is getting off topic

Subject: Re: Crysis Project: Islands.
Posted by [MGamer](#) on Wed, 01 Jul 2009 23:58:23 GMT
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na lets spam it a bit more then send it to the HoF

Subject: Re: Crysis Project: Islands.
Posted by [JeepRubi](#) on Thu, 02 Jul 2009 03:05:46 GMT
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Mr.NiceGuy wrote on Wed, 01 July 2009 18:33Havoc 89 wrote on Wed, 01 July 2009 17:36crazfulla wrote on Wed, 01 July 2009 17:44JeepRubi wrote on Mon, 29 June 2009

21:34Omg, you made me do it.

SHUT THE FUCK UP - NO ONE FUCKING CARES ABOUT YOUR MODIFIED VERSION OF TSE-CHENG LO'S C&C ISLANDS MAP. IF YOU AREN'T ABLE TO FIGURE OUT WHAT I JUST SAID, HERE'S A BETTER WAY OF SAYING IT.

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JEEP RUBI YOU AR NOT JUST A BIG SPAMAR AND YOU THE BIG FONT JUST YOU REVIVE OLD POSTS FUCK YOU BIG SPAMAR YOUR POSTS IS BAD YOU WANT I WRUGHT THIS THE POSTS IS BAD HEY IS 1 YEAR YOUR TROLL THIS FORUMS WIRH A COPY ACK IN ONE THREAD AND IS DONT JUST MRACKS I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE YOU.

What? Some one had to do it.

That was lame. Very very lame.

more like sad

Crazy, just don't even try. Leave it to the big boys.

Subject: Re: Crysis Project: Islands.

Posted by [Canadacdn](#) on Thu, 02 Jul 2009 08:50:14 GMT

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File Attachments

1) [Trollingbackinthedays.jpg](#), downloaded 825 times



Subject: Re: Crysis Project: Islands.

Posted by [DeathC200](#) on Fri, 03 Jul 2009 17:33:32 GMT

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All I Am Saying Is I Want Bloom That Does Not Eat up the darn fps because scrins bloom eats all of the fucking fps like crazy .if you have bloom that does not eat up the fps that would be excellent .

Subject: Re: Crysis Project: Islands.

Posted by [mrÃÄÃÄz](#) on Fri, 03 Jul 2009 18:19:07 GMT

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Video.

SYSTEM SPECS OF MY BADER COMPUTER (made Video with it)

AMD Athlon 64 Processor 3500+
2.19 GHz - 2.50 GB RAM

Subject: Re: Crysis Project: Islands.
Posted by [LiL KiLLa](#) on Fri, 03 Jul 2009 18:31:55 GMT
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nice

but from where you got the models..?

Subject: Re: Crysis Project: Islands.
Posted by [Gen_Blacky](#) on Sat, 04 Jul 2009 15:23:10 GMT
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AMD Athlon 64 Processor 3500+

get a new cpu that sucks its worth about \$30

Subject: Re: Crysis Project: Islands.
Posted by [mr£Ä\\$Ä-z](#) on Sun, 05 Jul 2009 09:56:38 GMT
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I said on my BADDER computer, on my bro's i can play crysis 2 times on full settings

3 Computers, 4 Laptops (ya a bit much but k) ohg yeah even on laptop i can play crysis, system specs i post later, to lazy yet

Subject: Re: Crysis Project: Islands.
Posted by [mr£Ä\\$Ä-z](#) on Sun, 05 Jul 2009 17:42:56 GMT
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Subject: Re: Crysis Project: Islands.
Posted by [JeepRubi](#) on Mon, 06 Jul 2009 20:10:25 GMT

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Stop "modding".

Subject: Re: Crysis Project: Islands.

Posted by [crysis992](#) on Mon, 06 Jul 2009 20:12:28 GMT

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Wow awesome look rly nice

Subject: Re: Crysis Project: Islands.

Posted by [Havoc 89](#) on Mon, 06 Jul 2009 20:44:10 GMT

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You guys are so obsessed with bloom and shiny things. Its doesnt even make the game look good. All it does is hide low quality visuals with something that doesnt even make sense. Essentially making the visuals look even worse.

Yes theres really going be a heavenly glow around everything right? And there is definatly going to be shiny and glowing things in a battlefield so that everyone can spot it from miles away. Infact lets make everything out of chrome, and attach spot lights to everything and make things even more shiny!

Seriously though, when your shadows are glowing, you know you've fucked up big time. Pardon my french by the way.

Back on topic. Your idea isnt bad, but the bloom just kills it. Also one thing to note is that this is an island that is close to the sea level. So naturally there will be a lot of sand, yet I see next to none. The foliage just doesnt add up. You cant have any trees, leaves or that kind of foliage growing out of rocks. You need soil for there to be foliage. Right now you have all sorts of foliage glued to giant bolders of rock. One more thing I could suggest is Fog. There is never a day on Earth when there is literally no fog at any location. Fog can really bring your world to life, but you have to be very careful and be very subtle about it. I'm not saying fog in the sense that you cant see anything infront of you, but rather I'm suggesting fog wheren distant objects begin to loose their details, and start to blend into the background. This can really help to bring scale into any map and is very cutial.

Subject: Re: Crysis Project: Islands.

Posted by [mr£Ä&A-z](#) on Mon, 06 Jul 2009 20:48:34 GMT

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"shadows are glowing"

On Drugs?

Subject: Re: Crysis Project: Islands.
Posted by [Havoc 89](#) on Mon, 06 Jul 2009 21:31:48 GMT
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Thats what I'd like to know.

Subject: Re: Crysis Project: Islands.
Posted by [nikki6ixx](#) on Fri, 17 Jul 2009 06:48:18 GMT
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One Winged Angel wrote on Tue, 30 June 2009 00:25 This is nearly as bad as C&C Canyon Modified.

ouch

Subject: Re: Crysis Project: Islands.
Posted by [EvilWhiteDragon](#) on Mon, 20 Jul 2009 01:25:11 GMT
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I want to suggest a new rule. Unless you plan to release it, you may not post your shitty mods!

Subject: Re: Crysis Project: Islands.
Posted by [Altzan](#) on Mon, 20 Jul 2009 04:13:24 GMT
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EvilWhiteDragon wrote on Sun, 19 July 2009 20:25 I want to suggest a new rule. Unless you plan to release it, you may not post your shitty mods!

Subject: Re: Crysis Project: Islands.
Posted by [slosha](#) on Mon, 20 Jul 2009 05:08:48 GMT
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Havoc 89 wrote on Mon, 06 July 2009 15:44
Back on topic. Your idea isnt bad, but the bloom just kills it. Also one thing to note is that this is an island that is close to the sea level. So naturally there will be a lot of sand, yet I see next to none. The foliage just doesnt add up. You cant have any trees, leaves or that kind of foliage growing out of rocks. You need soil for there to be foliage. Right now you have all sorts of foliage glued to

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I think you are going a little overboard with the details here. It's a game so trees can grow wherever they want. If you are looking for realism, find a different game. However, I do agree that there could be that "fog" you speak of.

Subject: Re: Crysis Project: Islands.

Posted by [reborn](#) on Mon, 20 Jul 2009 07:14:15 GMT

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EvilWhiteDragon wrote on Sun, 19 July 2009 21:25 I want to suggest a new rule. Unless you plan to release it, you may not post your shitty mods!

I support this in theory, I'm a strong advocate of releasing material. However, I do tend to think that if people who do not release their mods did not post them here, then the idea would not be there for others to plagiarise and get it released out anyway. Tricky one really...

Subject: Re: Crysis Project: Islands.

Posted by [LR01](#) on Mon, 20 Jul 2009 10:12:30 GMT

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reborn wrote on Mon, 20 July 2009 09:14 EvilWhiteDragon wrote on Sun, 19 July 2009 21:25 I want to suggest a new rule. Unless you plan to release it, you may not post your shitty mods!

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yea, but in some cases it isn't to show their idea but to show off on which flaming follows. Because of that, better to keep it out.

Subject: Re: Crysis Project: Islands.

Posted by [Reaver11](#) on Mon, 20 Jul 2009 13:25:11 GMT

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It always keeps amazing me that there are more people replying to these kind of topics than useful ones. Even some who I rarely see in the mod forums.

Subject: Re: Crysis Project: Islands.

Posted by [EvilWhiteDragon](#) on Mon, 20 Jul 2009 15:36:11 GMT

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reborn wrote on Mon, 20 July 2009 09:14 EvilWhiteDragon wrote on Sun, 19 July 2009 21:25 I want to suggest a new rule. Unless you plan to release it, you may not post your shitty mods!

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Well, there are certain people here who just make it for themselves and don't have any intention of releasing, but do show off here.

If they weren't allowed to show off, then they would either not make it, or choose to release it (eventually).

Subject: Re: Crysis Project: Islands.

Posted by [ErroR](#) on Mon, 20 Jul 2009 15:40:28 GMT

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EvilWhiteDragon wrote on Mon, 20 July 2009 18:36 reborn wrote on Mon, 20 July 2009 09:14 EvilWhiteDragon wrote on Sun, 19 July 2009 21:25 I want to suggest a new rule. Unless you plan to release it, you may not post your shitty mods!

I support this in theory, I'm a strong advocate of releasing material. However, I do tend to think that if people who do not release their mods did not post them here, then the idea would not be there for others to plagiarise and get it released anyway. Tricky one really...

Well, there are certain people here who just make it for themselves and don't have any intention of releasing, but do show off here.

If they weren't allowed to show off, then they would either not make it, or choose to release it (eventually).

Yeah, but there are people who constantly show off their l33t stuff. "BEG ME AND I'LL THINK OF GIVING IT TO YOU"

Subject: Re: Crysis Project: Islands.

Posted by [nikki6ixx](#) on Mon, 20 Jul 2009 17:53:02 GMT

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Reaver11 wrote on Mon, 20 July 2009 08:25 It always keeps amazing me that there are more people replying to these kind of topics than useful ones. Even some who I rarely see in the mod forums.

Because topics like this are pretty hilarious, at least in cases where the original poster thinks he's totally totally awesome for making the mod, and believes he's hot shit because one or two people would suck his dick for it, while everyone else doesn't give a flying fuck.

Subject: Re: Crysis Project: Islands.
Posted by [ErroR](#) on Mon, 20 Jul 2009 17:53:59 GMT
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nikki6ixx wrote on Mon, 20 July 2009 20:53Reaver11 wrote on Mon, 20 July 2009 08:25It always keeps amazing me that there are more people replying to these kind of topics then usefull ones. Even some who I rarely see in the modforums.

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Subject: Re: Crysis Project: Islands.
Posted by [slosha](#) on Mon, 20 Jul 2009 18:07:33 GMT
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nikki6ixx wrote on Mon, 20 July 2009 12:53Reaver11 wrote on Mon, 20 July 2009 08:25It always keeps amazing me that there are more people replying to these kind of topics then usefull ones. Even some who I rarely see in the modforums.

Because topics like this are pretty hilarious, at least in cases where the original poster thinks he's totally totally awesome for making the mod, and believes he's hot shit because one or two people would suck his dick for it, while everyone else doesn't give a flying fuck.
Kinda like the OP of this topic?

Subject: Re: Crysis Project: Islands.
Posted by [wittebolx](#) on Tue, 21 Jul 2009 13:32:21 GMT
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reborn wrote on Mon, 20 July 2009 09:14EvilWhiteDragon wrote on Sun, 19 July 2009 21:25I want to suggest a new rule. Unless you plan to release it, you may not post your shitty mods!

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To show off, get a website and refer people to it, if they wanna see it they can visit the website. its called a "portfolio"
Although madrackz does make some very good things (yep he does that sometimes when his ego is at sleep). But yeah i must agree with the previous posts. please dont become the guy that shows off and does it to improve his ego, it will backfire at you some day...
