
Subject: New maps?

Posted by [zunnie](#) on Sat, 13 Aug 2011 00:45:24 GMT

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Hi people,

i need to know if there were any new maps released recently.
I will be updating the UberMapPack with it then.

Please do not post maps i already have
If you do have a map not in the mappack then please provide me
with a download for it

Current UberMapPack Map Content:

C&C_AD_Gateshead
C&C_Airbase
C&C_AI_can
C&C_AI_Garden
C&C_Alpine
C&C_Ancients
C&C_Antarctica
C&C_Aqua
C&C_Arctic
C&C_Area51_DM
C&C_Arena
C&C_Arid
C&C_AwpMap
C&C_Base
C&C_Base_DM
C&C_Basin
C&C_BasinTS
C&C_BattleCreek
C&C_BattleField
C&C_Battleground
C&C_Beach
C&C_Belagerung
C&C_BetaV3
C&C_Big_Walls
C&C_Bio
C&C_Blizzard
C&C_Bot_Islands
C&C_BoxedInV4
C&C_bridge
C&C_Bridge_The_Gap
C&C_BunkersTS
C&C_Cairo

C&C_Canada_CTF
C&C_Carnage-Club_Xtreme
C&C_Caverns
C&C_Caves
C&C_Christmas_special
C&C_City2
C&C_City2_extended
C&C_City2_flying
C&C_City3
C&C_City_AI
C&C_City_Flying_Exp
C&C_City_Flying_Re
C&C_Clan420
C&C_Cliffs
C&C_CliffsLX
C&C_Clover
C&C_Colossus2r1
C&C_Complex_AI
C&C_Complex_Revisited
C&C_Complex_SB
C&C_Compound
C&C_conflicts
C&C_Conquest_Island
C&C_Conquest_Winter
C&C_Country_Meadow
C&C_Country_Side
C&C_CrashSite
C&C_Creekdale
C&C_Creekdale_flying
C&C_CTFCY
C&C_CTF_Canyon
C&C_CTF_Complex
C&C_CTF_Islands
C&C_CTF_Map1
C&C_CTF_Volcano
C&C_CTF_Walls
C&C_CYTeamDM
C&C_dam-tastic2
C&C_Damm
C&C_Damm1.0
C&C_Dawn_Patrol
C&C_Dawn_Patrol2
C&C_Dawn_Raid
C&C_Death_Pass
C&C_Death_Rally
C&C_Death_Village
C&C_Delta
C&C_DesertTunnels

C&C_Desert_Seige
C&C_Desert_Seige2
C&C_Deth_Islands
C&C_Deth_River
C&C_Divergence
C&C_DMCenter
C&C_DMCenterTS
C&C_DMConYard
C&C_DMForest
C&C_DM_Ancients
C&C_DM_Cambodia
C&C_DM_Snow_Summit
C&C_DM_Suntemple_beta2
C&C_DM_Tiberium_Refinery
C&C_DM_Utah
C&C_DM_Wash_Canyon
C&C_DM_Yodeller
C&C_Dueling_Islands
C&C_Duel_Arena
C&C_Duel_Death
C&C_Dusk
C&C_Dust
C&C_Dust_Training
C&C_Eglin_AFB
C&C_Egypt
C&C_EKIsland
C&C_Epocilation
C&C_EVA_Relaunch
C&C_EXPO
C&C_FieldsRev
C&C_FieldTS
C&C_Field_AI
C&C_Flight_Deck
C&C_Forest_Trail
C&C_Forgotten_Town
C&C_Fortress
C&C_Fortress2k4
C&C_Frag_City
C&C_Freaky_Castle3
C&C_Freaky_Castle_Sniper
C&C_Frost
C&C_FudPlex
C&C_Fusion1
C&C_Garth3
C&C_Gigantomachy
C&C_GlacierTS
C&C_Gobi
C&C_Godwana

C&C_Golf_Course
C&C_GrasslandAssault
C&C_Greenlands
C&C_Halloween_Fog
C&C_HandDM
C&C_Hangmans_Canyon
C&C_Haunted2
C&C_HauntedHouse_DM
C&C_Hell
C&C_High_Altitude
C&C_High_Noon
C&C_High_Noon_2.1
C&C_High_Noon_2
C&C_HillBilly_Valley
C&C_Hilly
C&C_Hourglass_Flying
C&C_Hrglss_bots
C&C_hurr
C&C_Hybrid_Forest
C&C_Iceworld
C&C_Illusions
C&C_IslandsEVOs1
C&C_Islands_KOTH
C&C_Islandwars
C&C_Jungle
C&C_Jungle2
C&C_Kanes_Castle
C&C_Kanes_Castle_DM
C&C_Killer_Cove
C&C_Killer_Cove_v2
C&C_L01_Beta
C&C_Land
C&C_Last_Stand
C&C_Lightwave
C&C_Lightwave2
C&C_Lightwave_Koth
C&C_LittleHillRumble2
C&C_Lunar2
C&C_Lunar_Landing
C&C_Lunar_Landing_Race
C&C_Mall
C&C_Mars
C&C_Marsh_BETA
C&C_Marsh_BETA2
C&C_MedicalLevel
C&C_Mesa_AI
C&C_Metro
C&C_Metropolis

C&C_MetroTS
C&C_Militia
C&C_Mines
C&C_Mineshaft
C&C_MinesTS
C&C_Miracle
C&C_Miracle_2
C&C_Mountain
C&C_Mountainforce
C&C_Mutant_Lab
C&C_Mutation
C&C_MutationRedux
C&C_Niagra
C&C_Night0X
C&C_Nightclub
C&C_Nightfly2
C&C_Nightmare
C&C_Night_Mesa
C&C_No_Exit_DM
C&C_Oasis_Flying
C&C_Ocean_View_B1
C&C_Outpost
C&C_Overlook
C&C_Overlord
C&C_Pacific
C&C_Paradox_Harbor
C&C_Pillars_AI
C&C_Pillars_DM
C&C_Pillars_Fly
C&C_PipeFight_Evolved
C&C_Plunder_Valley
C&C_Pluthera
C&C_Port
C&C_Portals
C&C_Port_AI
C&C_Port_Rev
C&C_Prison_Camp_DM
C&C_Quick_Draw
C&C_Radiation
C&C_Raid
C&C_Ravine
C&C_Ribcage_Canyon
C&C_Riverfalls
C&C_RiverValley
C&C_River_Camp
C&C_River_Canyon
C&C_River_Raid
C&C_River_RaidTS

C&C_Roleplay
C&C_RP_Vesuv
C&C_Ruins
C&C_Ruins0X
C&C_Sand
C&C_Sand_2b
C&C_Sean_Battle
C&C_SeasideCanyon
C&C_SeasideSunset
C&C_Secretbase
C&C_Sewer1.0
C&C_Sidewinder
C&C_Siege
C&C_Silent_Dawn
C&C_Slash0x_Hideout
C&C_SniperField
C&C_Snipers-Revenge
C&C_Snipers-Revenge2
C&C_Snipers_Canyon
C&C_Sniperwood
C&C_Sniper_Islands
C&C_Sniper_Islands_weather
C&C_Snow
C&C_Snow_Arena
C&C_SNP_Cryo
C&C_Stalingrad
C&C_Storage
C&C_Storm_Walls_Flying
C&C_Strip_Mine
C&C_SunFusion
C&C_Sunken
C&C_Sunken2
C&C_Sunken_AI
C&C_SUSR_Infintry_Wars
C&C_TankWars
C&C_Tech_City
C&C_Temple_Classic_V2_2
C&C_Temple_Classic_V2_2_AI
C&C_Temple_DM
C&C_Terrace
C&C_The_Final_Conflict
C&C_The_Woods_Today
C&C_TiberianWars
C&C_TiberiumPit
C&C_TiberiumRedux
C&C_Tiberium_Cave
C&C_Tiberium_Pit_2
C&C_Tiberium_Temple

C&C_Tiber_River
C&C_Tib_Pit_3
C&C_Titanic
C&C_Tobruk
C&C_Tomb
C&C_Toy_Box
C&C_Tropics
C&C_TwistedSystem
C&C_T_Garden
C&C_Underpass
C&C_Under_AI
C&C_Uphill
C&C_Urban_Rush
C&C_Volcano_Flying
C&C_Volc_AI
C&C_Walls_AI
C&C_Walls_Reloaded
C&C_WasteFacility_DM
C&C_Wasteland
C&C_Wilderness_DM
C&C_Woodland
C&C_Worthy_Classic
C&C_ZapValley
C&C_Jonwils_Lair_b1
C&C_Intro
C&C_M01
C&C_Tutorial
C&C_Ship_Beta
C&C_Nimrod
C&C_Evening_Light_b6
C&C_Evening_Light_b7
C&C_Evening_Light_b10
C&C_Midnight_Light_b1
C&C_Midnight_Light_b2
C&C_Midnight_Light_b3
C&C_Midnight_Light_b4
c&c_enterway

Subject: Re: New maps?

Posted by [iRANian](#) on Sat, 13 Aug 2011 01:14:14 GMT

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C&C_GrandCanyon:

<http://www.renegadeforums.com/index.php?t=msg&th=37822&start=0&rid=2> 5967

C&C_aLittleMap: <http://www.renegadeforums.com/index.php?t=msg&th=37571&start=0&rid=2>
5967

Subject: Re: New maps?

Posted by [zunnie](#) on Sat, 13 Aug 2011 01:18:42 GMT

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GrandCanyon map dl link is busted, you got the map by any chance?

Subject: Re: New maps?

Posted by [iRANian](#) on Sat, 13 Aug 2011 01:22:12 GMT

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I've got a version that's 93MB so I don't think that's correct, Taz still visits the forum, guess you can PM him.

Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Sat, 13 Aug 2011 02:11:25 GMT

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Wouldn't it make more sense to get a pack going that isn't stuffed full of some of the worst examples of level design and texture work that this community has seen? You should set up a voting system complete with screenshots. Having to download gigabytes worth of garbage levels doesn't sit well with me, honestly.

Subject: Re: New maps?

Posted by [shaitan](#) on Sat, 13 Aug 2011 02:37:03 GMT

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Then do not download them.

Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Sat, 13 Aug 2011 03:05:42 GMT

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That isn't an acceptable solution. We should be striving toward quality, not quantity.

Subject: Re: New maps?

Posted by [Tunaman](#) on Sat, 13 Aug 2011 04:42:47 GMT

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I believe the purpose of the ubermappack is actually to get all of the maps, regardless of their quality.

Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Sat, 13 Aug 2011 04:53:43 GMT

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So who does that help? A considerable number of those have bugs which can render them unplayable if someone knows how to exploit their problems. Nearly 80% of them were made in 2002, and have a minimum of effort put into them. I get the whole idea of a "map pack" but I fail to comprehend the reasoning behind adding everything possible. Shouldn't there be a QA test for this stuff to make sure it isn't being stuffed with garbage?

Subject: Re: New maps?

Posted by [Lone0001](#) on Sat, 13 Aug 2011 04:53:48 GMT

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Here you go.

Subject: Re: New maps?

Posted by [shaitan](#) on Sat, 13 Aug 2011 13:41:50 GMT

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Ack quit your moaning. The whole purpose of FM making that mappack ages ago was to get a crapload of maps for it. People download it for that very reason. 23208 downloads on that pack alone(I think the download count was wiped a few years ago from some bug if I recall, so it's probably way more). Your vote versus the rest...

Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Sat, 13 Aug 2011 16:25:36 GMT

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Stop using "It's a gigantic map pack" as a shield for shitty work. It's 2011. We as a community should expect a higher standard of work to play, instead of a recycled collection of garbage that barely works as intended and looks terrible to boot.

Subject: Re: New maps?

Posted by [iRANian](#) on Sat, 13 Aug 2011 16:35:38 GMT

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Kinda off-topic, but do you have a list of fan maps you consider great, Aircraftkiller? I also think a lot of fan maps are crap and I was wondering this so I can check out those maps you think are great out and recommend them to be added to the server list of a few servers I play on in the future, when scripts 4.0 is out.

Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Sat, 13 Aug 2011 17:11:46 GMT

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People often think that I only believe my work is worth playing. I can't deny that. I did put a lot of effort into what I do, but there's a lot of it that I think is dated and needs to stop being played.

Out of that list, what I would recommend:

C&C_BasinTS

C&C_DMCenterTS

C&C_GlacierTS

C&C_MetroTS

C&C_MinesTS

C&C_Snow

C&C_Siege

C&C_The_Woods_Today

It's obviously most of my work. I've played on all of them, including Siege (By Pinkbunny?), for quite a while when The Pits ran them. They all play well, with the exception of The Woods Today - I never got a chance to play that one at all.

Subject: Re: New maps?

Posted by [iRANian](#) on Sat, 13 Aug 2011 17:19:36 GMT

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C&C_The_Woods_Today looked like something that would play well when I explored the map a while ago. I haven't heard of C&C_DMCenterTS, and never checked out MetroTS. Will do so, thanks.

edit: MetroTS, not MinesTS derp

Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Sat, 13 Aug 2011 17:37:48 GMT

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It plays and looks better than my first version of Metro. I think you'll enjoy it.

Subject: Re: New maps?

Posted by [iRANian](#) on Sat, 13 Aug 2011 18:02:41 GMT

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I did enjoy it indeed, it's a great map. I also loved the APB version from APB Beta. I now remember playing C&C_DMCenterTS on UNrules in late 2004 and it's a nice DM map, not too small and not too big.

Subject: Re: New maps?

Posted by [slosha](#) on Sat, 13 Aug 2011 19:11:55 GMT

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Oh give it the fuck up, ack. Nobody fucking cares.

Subject: Re: New maps?

Posted by [nikki6ixx](#) on Sat, 13 Aug 2011 19:32:22 GMT

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Have it both ways. Do a 'Top 10' or 'Top 20' pack that is picked by the community, alongside the UberPack.

Subject: Re: New maps?

Posted by [zunnie](#) on Sat, 13 Aug 2011 19:33:20 GMT

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I might make an "Excellence Mappack" at some point which contains the best maps available for Renegade.

BUT tastes differ and some people will hate map x and like map y while other people love map x and hate map y

The purpose of the ubermappack has always been to be "the" mappack which contains all of Renegade's maps that are unavailable regardless of how many people actually like them.

Subject: Re: New maps?

Posted by [Caveman](#) on Sat, 13 Aug 2011 19:44:39 GMT

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Aircraftkiller wrote on Sat, 13 August 2011 18:11 People often think that I only believe my work is worth playing. I can't deny that. I did put a lot of effort into what I do, but there's a lot of it that I think is dated and needs to stop being played.

Out of that list, what I would recommend:

C&C_BasinTS

C&C_DMCenterTS

C&C_GlacierTS

C&C_MetroTS

C&C_MinesTS

C&C_Snow

C&C_Siege

C&C_The_Woods_Today

It's obviously most of my work. I've played on all of them, including Siege (By Pinkbunny?), for quite a while when The Pits ran them. They all play well, with the exception of The Woods Today - I never got a chance to play that one at all.

Just wanted to say -

MetroTS is a awesome map but fuck GlacierTS. Glacier_Flying is by far the best map, yes it has its bugs but as a map itself its the best. Its the only map I with base defences that I know (Worth mentioning) where you don't need a AS/WF to win the game.

On topic - The mappack should contain all maps regardless whether they're decent or not, I do understand your concern though.

Subject: Re: New maps?

Posted by [shaitan](#) on Sun, 14 Aug 2011 03:28:14 GMT

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It's hosted on Game-Maps...not RenegadeForums. He was asking for any new maps that anyone might have, not opinions on what you'd like to see in there.

Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Sun, 14 Aug 2011 04:06:10 GMT

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He wasn't asking you to whine incessantly that the topic isn't going the way you want it to, either.

Keep that in mind.

Subject: Re: New maps?

Posted by [Spoony](#) on Sun, 14 Aug 2011 08:23:12 GMT

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Aircraftkiller wrote THE MAPS IS BAD

genuinely good map worth downloading: Mesa2 (simply Mesa with the deadzones fixed - the bug that causes damage problems for tanks and rockets on the bridge/side paths)

<http://www.renegadeforums.com/index.php?t=msg&goto=411732&rid=20608>

adds an enormous amount of strategic depth to the game just by fixing that bug

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 08:54:07 GMT

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Spoony wrote on Sun, 14 August 2011 10:23 Aircraftkiller wrote THE MAPS IS BAD

genuinely good map worth downloading: Mesa2 (simply Mesa with the deadzones fixed - the bug that causes damage problems for tanks and rockets on the bridge/side paths)

<http://www.renegadeforums.com/index.php?t=msg&goto=411732&rid=20608>

adds an enormous amount of strategic depth to the game just by fixing that bug

But useless when TT comes out... as this is just a workaround for that bug...

Subject: Re: New maps?

Posted by [BAGUETTE](#) on Sun, 14 Aug 2011 08:54:59 GMT

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Everyone knows Uber Map Pack is only downloaded because of C&C_Death_Rally.mix right?

Subject: Re: New maps?

Posted by [Spyder](#) on Sun, 14 Aug 2011 09:23:42 GMT

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Aircraftkiller wrote on Sat, 13 August 2011 18:25 Stop using "It's a gigantic map pack" as a shield for shitty work. It's 2011. We as a community should expect a higher standard of work to play, instead of a recycled collection of garbage that barely works as intended and looks terrible to

boot.

This ^

Subject: Re: New maps?

Posted by [Spoony](#) on Sun, 14 Aug 2011 09:31:33 GMT

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EvilWhiteDragon wrote on Sun, 14 August 2011 01:54Spoony wrote on Sun, 14 August 2011 10:23Aircraftkiller wroteTHE MAPS IS BAD

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But useless when TT comes out... as this is just a workaround for that bug...

have a think about that and see if you can work out the 3 or 4 flaws in what you just said

Subject: Re: New maps?

Posted by [iRANian](#) on Sun, 14 Aug 2011 10:44:09 GMT

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i saw zero flaws

Subject: Re: New maps?

Posted by [shaitan](#) on Sun, 14 Aug 2011 11:31:16 GMT

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I edited what I was originally going to say last night to NOT be nasty, Ack.

The last bit of it was: "sit down and shut the fuck up". Late night, so I don't recall all of it.

You don't pay for the hosting, you don't contribute(other than some fail maps which are better off being deleted). They only rape server counts when they do come up(and that's with making sure most people have them weeks in advance).

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 12:32:20 GMT

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Spoony wrote on Sun, 14 August 2011 11:31 EvilWhiteDragon wrote on Sun, 14 August 2011 01:54 Spoony wrote on Sun, 14 August 2011 10:23 Aircraftkiller wrote THE MAPS IS BAD

genuinely good map worth downloading: Mesa2 (simply Mesa with the deadzones fixed - the bug that causes damage problems for tanks and rockets on the bridge/side paths)
<http://www.renegadeforums.com/index.php?t=msg&goto=411732&rid=20608>

adds an enormous amount of strategic depth to the game just by fixing that bug
But useless when TT comes out... as this is just a workaround for that bug...
have a think about that and see if you can work out the 3 or 4 flaws in what you just said
Why? Come up with arguments then? The targetting deadzones are properly fixed in TT. For people that are on stock ren or 3.4.4. it's just as easy to download TT as it is to download Mesa2.

Subject: Re: New maps?
Posted by [BAGUETTE](#) on Sun, 14 Aug 2011 13:12:52 GMT
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People are far more likely to download the latest scripts than 0 of the servers use, when and if they come out of course

Subject: Re: New maps?
Posted by [Aircraftkiller](#) on Sun, 14 Aug 2011 14:40:51 GMT
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shaitan wrote on Sun, 14 August 2011 07:31 I edited what I was originally going to say last night to NOT be nasty, Ack.
The last bit of it was: "sit down and shut the fuck up". Late night, so I don't recall all of it.
You don't pay for the hosting, you don't contribute (other than some fail maps which are better off being deleted). They only rape server counts when they do come up (and that's with making sure most people have them weeks in advance).

While we're comparing what people do and don't do around here, let's compare what I do to what you do:

I create work that's been part of the game since 2002.

I beta tested the game to help shape its direction.

I worked with WS for five months to get Glacier Flying into the 1.035 patch, after which I took bug reports from the community and attempted to fix the level with my lackluster knowledge of gMax for the 1.036 patch.

I constantly strive to improve the work I create so that others can benefit from my knowledge and enjoy themselves.

I've created a not-so-great tutorial for level design in Renegade that helped a lot of people get their first start on working on this engine.

You whine on forums and call people and things "fails". For the record, fail is a verb, and is something you do, like fail at English. The act of failing is "failure," and is a noun. Things can be failures, but they can't be "fails." That doesn't make sense. So when you miserable pieces of shit say "fail", what you really mean is "failure."

Great job, I'm humbled by your accomplishments. What's the point of "editing what I said not to be nasty" if you're going to post the general idea of it right after you said that? It's like telling someone "I'm just sayin'" right after you mention that you think they're an uneducated piece of shit. It doesn't dull the impact of your statement at all, you simply look like a pretentious asshole for doing it.

I've had a lot of fun playing the work I've made over the years. When The Pits was still around, I remember matches with at least 24 people on a consistent basis while running BasinTS, MetroTS, etc. It was a great time to play the game and see the kind of game-play that was originally envisioned for Renegade. I doubt you were around for it, though; it's a shame that you had to miss out. Then again, you seem like an asshole, so I doubt I'd want to play a match with you anyhow.

EvilWhiteDragon: Spooky is most likely implying that 4.0 isn't coming out anytime in the next decade.

Subject: Re: New maps?

Posted by [shaitan](#) on Sun, 14 Aug 2011 15:06:11 GMT

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Don't you have a n00stories server to harass? I am sure there's some people there who need you right about now. You accomplished making a few maps for Renegade, pat yourself on the back some more.

I don't make maps sparky, I just moderate servers, keep mods(admins too) in line, and generally make a place fun. I don't DO anything though.

Sorry for going off topic zunnie, I just dislike dumbasses.

Subject: Re: New maps?

Posted by [Taz](#) on Sun, 14 Aug 2011 15:12:25 GMT

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Oh come on kids, stop the fighting.

Subject: Re: New maps?

Posted by [zunnie](#) on Sun, 14 Aug 2011 15:28:47 GMT

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I like a quite large portion of the maps in the ubermappack really personally. Not all of them are as great as others but.. SOme suck i agree.. but even the sucky ones are sometimes fun to play lol

The ones i like best and this is a large selection really are these probably:

Airbase
Alpine
BasinTS
BattleCreek
Big_Walls
Bio
BunkersTS
Cairo
Cliffs
CliffsLX
Conquest_Island
Conquest_Winter
Desert_Seige2
Deth_Islands
Deth_River
FieldTS
Forgotten_Town
Fortress2k4
Gigantomachy
GlacierTS
Gobi
Golf_Course
Hangmans_Canyon
High_Altitude
High_Noon_2.1
HillBilly_Valley
Hourglass_Flying
Land
Lunar_Landing
Mars
MutationRedux
Oasis_Flying
Quick_Draw
River_Canyon
River_RaidTS
Ruins
SeasideCanyon
SeasideSunset
Siege

Snow
Terrace
The_Woods_Today
Tib_Pit_3
Tropics
Uphill
Urban_Rush
Volcano_Flying
Walls_Reloaded
Jonwils_Lair_b1
Intro
Tutorial
Nimrod

And that's about it

Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Sun, 14 Aug 2011 15:31:42 GMT

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If by a few, you mean this?

C&C_Bunkers.mix | Version 2.0
C&C_Basin.mix | Version 1.2
C&C_BasinTS.mix | Version 2.0
C&C_Beach.mix | Version 1.0
C&C_City_Flying_Exp.mix | Version 1.2
C&C_Country_Meadow.mix | Version 2.0
C&C_CYTeamDM | Version 1.0
C&C_DMCenter.mix | Version 1.0
C&C_DMCenterTS.mix | Version 2.0
C&C_DMConYard | Version 1.1
C&C_Eglin_AFB.mix | Version 1.0
C&C_Flight_Deck.mix | Version 1.0
C&C_Forest_Trail.mix | Version 1.0
C&C_Glacier.mix | Version 1.1
C&C_GlacierTS.mix | Version 2.0
C&C_Golf_Course.mix | Version 1.0
C&C_Land.mix | Version 1.0
C&C_Mars.mix | Version 1.0
C&C_MedicalLevel | Version 1.1
C&C Metro | Version 1.0
C&C MetroTS | Version 2.1
C&C_Metropolis.mix | Version 1.0
C&C_Mines.mix | Version 1.3
C&C_MinesTS.mix | Version 2.1

C&C_River_Canyon.mix | Version 1.0
C&C_River_Raid.mix | Version 1.0
C&C_River_RaidTS.mix | Version 2.0
C&C_The_Woods_Today | Version 1.0

Let's add up what I did for Red Alert: A Path Beyond as well... Beyond just leading the project for three years.

RA_Test
RA_ForestofIllusion (several revisions)
RA_CanyonRiver
RA_Bunkers
RA_APathBeyond
RA_KeepOffTheGrass (several revisions)
RA_Fissure
RA_RidgeWar
RA_TheWoodsToday
RA_ShallowGrave
RA_Metro
RA_River_Raid
RA_CamosCrossing
RA_NorthByNorthwest
RA_Volcano
RA_Fjord

"A few" maps would be two, maybe three. "A few" does not even come close to the 44 I listed. In comparison, Renegade only has 12 or so. I'm sure moderating a server isn't an easy task, but it is in no way comparable to the amount of work required to produce levels that are ready-to-play.

Subject: Re: New maps?
Posted by [Spoony](#) on Sun, 14 Aug 2011 15:57:03 GMT
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EvilWhiteDragon wrote on Sun, 14 August 2011 05:32 Why? Come up with arguments then? The targetting deadzones are properly fixed in TT. For people that are on stock ren or 3.4.4. it's just as easy to download TT as it is to download Mesa2.
is it really? so any server owner and any player can download TT right now without any problems, no bugs on the side to put up with etc?

mesa2 is a complete success, as i predicted it would be. it's an enormous improvement over the original (indeed i consider it the original mesa, since the only change is the removal of a bug, just as the pointsfix can be reasonably considered to be the original renegade points system). it's surpassed expectations in the balance testing i arranged and proved itself excellent for both competitive and non-competitive play. the only problem is if you wanna use it in a server, players have to download it as if it were a fanmap. this takes barely a minute. you just download the map and you're away, you can play in a server which hosts it (any community match/tournament etc is absolutely bound to use mesa2 rather than mesa1)

when will your alternative TT solution be as good a solution as this, let alone better as you imply? i hope it's soon.

Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Sun, 14 Aug 2011 16:12:10 GMT

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They might be close to a public beta soon... Which means that Mesa2 would be pointless.

Subject: Re: New maps?

Posted by [HaTe](#) on Sun, 14 Aug 2011 16:13:58 GMT

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sigh.

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 17:34:22 GMT

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Aircraftkiller wrote on Sun, 14 August 2011 16:40

...

EvilWhiteDragon: Spooky is most likely implying that 4.0 isn't coming out anytime in the next decade.

Which is odd since he of most people around here should know what progress is being made. If he doesn't then I suggest him to formally leave the TT team.

Edit: Ah, he is actually not even in the slightest interested in TT. That's funny. Apparently he calls it my or our TT, but not his TT. So Spooky, when can we expect the official resignation letter? I'm looking forward to it, considering your replies.

Subject: Re: New maps?

Posted by [HaTe](#) on Sun, 14 Aug 2011 18:08:57 GMT

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personally i'd rather have an advanced anti-cheat over a map that isn't even being used in any server until TT is released anyway. I must be the odd man out in thinking this though.

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 18:43:12 GMT

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HaTe wrote on Sun, 14 August 2011 20:08 personally i'd rather have an advanced anti-cheat over a map that isn't even being used in any server until TT is released anyway. I must be the odd man out in thinking this though.

Yes, you are. How the hell can you think that AC is important in Renegade

Subject: Re: New maps?

Posted by [Spoony](#) on Sun, 14 Aug 2011 21:20:47 GMT

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EvilWhiteDragon wrote on Sun, 14 August 2011 10:34 Which is odd since he of most people around here should know what progress is being made. If he doesn't then I suggest him to formally leave the TT team.

Edit: Ah, he is actually not even in the slightest interested in TT. That's funny. Apparently he calls it my or our TT, but not his TT. So Spoony, when can we expect the official resignation letter? I'm looking forward to it, considering your replies.

you're a fucking idiot. again.

as for when TT is coming out, two things. firstly i'm as disappointed as the general renegade community. we keep hearing about the progress, we keep hearing it's around the corner... we've been hearing it for years. secondly, and this is something you still haven't apologised for: have you forgotten that you told everybody that i was the reason TT was being delayed? seriously, what the fuck? if this is the kind of bald-faced, hideously offensive lie you tell in public when i'm able to see and refute it, i shudder to think what you say behind my back. seriously, EWD, why did you lie to the community like this? why did you think this was a good lie to tell?

as for "not even the slightest interested in TT", i actually want an anti-cheat more than you do, remember? everyone knows which side of the cheat vs anti-cheat battle i'm on. would that we knew the same about you, considering the fact you've gone on record as saying you trust and respect 0x90 more than me (you must regret saying this by now, surely? not only does this display a level of judgement somewhere below that of the average cheater, it's another thing for which you owe me an apology), considering what happened in the private TT forum a while ago - where i asked you to be open with the rest of TT just what shady dealings you're doing with 0x90 and you flat out refused to tell us.

btw, fuck you for making me do this to you in public, you lying, cheat-sympathising twat. but hey, this is the third time you've gone after a fellow TT colleague in public.

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 21:49:26 GMT

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Spoony wrote on Sun, 14 August 2011 23:20 EvilWhiteDragon wrote on Sun, 14 August 2011

10:34Which is odd since he of most people around here should know what progress is being made. If he doesn't then I suggest him to formally leave the TT team.

Edit: Ah, he is actually not even in the slightest interested in TT. That's funny. Apparently he calls it my or our TT, but not his TT. So Spooky, when can we expect the official resignation letter? I'm looking forward to it, considering your replies.
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btw, fuck you for making me do this to you in public, you lying, cheat-sympathising twat. but hey, this is the third time you've gone after a fellow TT colleague in public.
LOL for thinking that I don't want AC. Remember I helped develop BIATCH? What did you do for AC?

But as said, you should know of all the very real progress is being made and that the dev's are currently doing the lasts bits on the checklists before a public beta. Oh, and now I said that, I might as well say that we, as in the TT team, which is not you, as you said earlier, tried to get 0x90 on the good side. That has been on going for quite a while, and Crimson even made certain agreements with 0x90. So who said that talking to a cheater can only end bad? Now it's time for you to STFU and try and make me or the TT-team look bad.

Subject: Re: New maps?

Posted by [liquidv2](#) on Sun, 14 Aug 2011 21:53:02 GMT

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Spooky wrote on Sun, 14 August 2011 16:20EvilWhiteDragon wrote on Sun, 14 August 2011 10:34Which is odd since he of most people around here should know what progress is being made. If he doesn't then I suggest him to formally leave the TT team.

Edit: Ah, he is actually not even in the slightest interested in TT. That's funny. Apparently he calls it my or our TT, but not his TT. So Spooky, when can we expect the official resignation letter? I'm

looking forward to it, considering your replies.

well said Spooky

Subject: Re: New maps?

Posted by [iRANian](#) on Sun, 14 Aug 2011 21:58:19 GMT

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0x90 listens to scooter and is german, he's pure evil inside

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 22:02:35 GMT

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iRANian wrote on Sun, 14 August 2011 23:58:0x90 listens to scooter and is german, he's pure evil inside

Obviously.

Subject: Re: New maps?

Posted by [Spooky](#) on Sun, 14 Aug 2011 22:03:41 GMT

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EvilWhiteDragon wrote on Sun, 14 August 2011 14:49:Spooky wrote on Sun, 14 August 2011 23:20:EvilWhiteDragon wrote on Sun, 14 August 2011 10:34:Which is odd since he of most people around here should know what progress is being made. If he doesn't then I suggest him to formally leave the TT team.

Edit: Ah, he is actually not even in the slightest interested in TT. That's funny. Apparently he calls it my or our TT, but not his TT. So Spooky, when can we expect the official resignation letter? I'm looking forward to it, considering your replies.

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a level of judgement somewhere below that of the average cheater, it's another thing for which you owe me an apology), considering what happened in the private TT forum a while ago - where i asked you to be open with the rest of TT just what shady dealings you're doing with 0x90 and you flat out refused to tell us.

btw, fuck you for making me do this to you in public, you lying, cheat-sympathising twat. but hey, this is the third time you've gone after a fellow TT colleague in public. LOL for thinking that I don't want AC. Remeber I helped develop BIATCH? What did you do for AC?

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i think anyone can plainly see you're totally dodging what i said. i already know you aren't anywhere near enough of a man to face up to the two rather large apologies you owe me, and to the community for lying to them so blatantly about something so important, and for motives so wretched (attacking a TT colleague and sticking up for 0x90).

but hey, change the subject. how reassuring that you're telling everyone how close we are to the public beta. sadly this news comes from the guy who told everyone spoony was the reason the project is being delayed. i'm gonna ask you this again. i know you'll dodge it again like you just did, but that way everyone has another chance to see you dodge it. why did you, EvilWhiteDragon, LIE to the community by saying them that Spoony was holding up the project? Why did you think this was a good thing to say? What benefit did you think it would serve, considering the fact you knew it was a ridiculous, offensive, BARE-FACED LIE? and why haven't you apologised for it, both to me for saying something so offensively dishonest, and to the community for intentionally attempting to deceive them?

and don't try that shit about AC/BIATCH. here's the original quote

Quote:i actually want an anti-cheat more than you do, remember? everyone knows which side of the cheat vs anti-cheat battle i'm on. would that we knew the same about you, considering the fact you've gone on record as saying you trust and respect 0x90 more than me (you must regret saying this by now, surely? not only does this display a level of judgement somewhere below that of the average cheater, it's another thing for which you owe me an apology), considering what happened in the private TT forum a while ago - where i asked you to be open with the rest of TT just what shady dealings you're doing with 0x90 and you flat out refused to tell us. if someone said that about me and it wasn't true, i would have a better defence than that.

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 22:09:38 GMT

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liquidv2 wrote on Sun, 14 August 2011 23:53Spoonyc wrote on Sun, 14 August 2011 16:20EvilWhiteDragon wrote on Sun, 14 August 2011 10:34Which is odd since he of most people

around here should know what progress is being made. If he doesn't then I suggest him to formally leave the TT team.

Edit: Ah, he is actually not even in the slightest interested in TT. That's funny. Apparently he calls it my or our TT, but not his TT. So Spooky, when can we expect the official resignation letter? I'm looking forward to it, considering your replies.

well said Spooky

Well said indeed, it shows the level of Spooky's debating skills.

Btw, Spooky, if you're not interested in TT, or thinking it takes too long, then quitting isn't a shame, really. I mean, It's been quite a while since it was announced and progress is slow indeed. I think everyone can understand when you decide to abandon the team because you're unhappy with the (lack of?) progress.

But don't start accusing me of doing fuck all, I might not do a lot compared to coding gods like StealthEye, Shaderhawk or JonWil, but I do my bits. I worked on the website, set up the wiki and did some bits of project management. The latter wasn't all to successful in itself, but I think it did help to get things moving again. Hmm, I even pay for TT, so me doing fuckall, certainly not.

Subject: Re: New maps?

Posted by [Spooky](#) on Sun, 14 Aug 2011 22:17:15 GMT

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EvilWhiteDragon wrote on Sun, 14 August 2011 15:09

Well said indeed, it shows the level of Spooky's debating skills.

i didn't make that you idiot... and don't start on our relative debating skills. i'm not the one who owes the entire renegade community, the rest of TT, and me personally, the enormous apology you owe.

Quote:Btw, Spooky, if you're not interested in TT, or thinking it takes too long, then quitting isn't a shame, really. I mean, It's been quite a while since it was announced and progress is slow indeed. I think everyone can understand when you decide to abandon the team because you're unhappy with the (lack of?) progress.

that's better. it's better than lying to everybody by saying the lack of progress is directly spooky's fault, isn't it? i'm not gonna get tired of saying this, by the way; and evidently you're not gonna get tired of dodging it.

Quote:But don't start accusing me of doing fuck all, I might not do a lot compared to coding gods like StealthEye, Shaderhawk or JonWil, but I do my bits. I worked on the website, set up the wiki and did some bits of project management. The latter wasn't all to successful in itself, but I think it did help to get things moving again. Hmm, I even pay for TT, so me doing fuckall, certainly not. like i said, how predictable you'd totally dodge what i said, and respond to accusations i didn't even make. the fact you keep dodging the important two points i raised prove to everybody what i've been saying about you all along; you're willing to say absolutely anything if you think it'll score you a point, no matter how hideously offensive and dishonest it might be, and you're completely incapable of facing up to this kind of shit when you try it and get caught.

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 22:23:33 GMT

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Spoony wrote on Mon, 15 August 2011 00:17EvilWhiteDragon wrote on Sun, 14 August 2011 15:09

Well said indeed, it shows the level of Spoony's debating skills.

i didn't make that you idiot... and don't start on our relative debating skills. i'm not the one who owes the entire renegade community, the rest of TT, and me personally, the enormous apology you owe.

You posted it didn't you? The only one I *might* owe an apology would be you, for saying that I trust 0x90 more than you. I have not done anything to beshame the TT team or Renegade as a whole.

Quote:

Quote:Butw, Spoony, if you're not interested in TT, or thinking it takes too long, then quitting isn't a shame, really. I mean, It's been quite a while since it was announced and progress is slow indeed. I think everyone can understand when you decide to abandon the team because you're unhappy with the (lack of?) progress.

that's better. it's better than lying to everybody by saying the lack of progress is directly spoony's fault, isn't it? i'm not gonna get tired of saying this, by the way; and evidently you're not gonna get tired of dodging it.

Well, remind me where I said that then I think it would probably be more along the lines of you not actually helping the team finish faster, if not slowing it down. That does not mean you are delaying a release, it only says that you're not actively doing anything to get TT released sooner.

Quote:

Quote:But don't start accusing me of doing fuck all, I might not do a lot compared to coding gods like StealthEye, Shaderhawk or JonWil, but I do my bits. I worked on the website, set up the wiki and did some bits of project management. The latter wasn't all to successful in itself, but I think it did help to get things moving again. Hmm, I even pay for TT, so me doing fuckall, certainly not. like i said, how predictable you'd totally dodge what i said, and respond to accusations i didn't even make.

You're dodging now, so please, as I answered your points in this post, return the favour.

Subject: Re: New maps?

Posted by [Spoony](#) on Sun, 14 Aug 2011 22:29:55 GMT

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EvilWhiteDragon wrote on Sun, 14 August 2011 15:23You posted it didn't you?
no...

Quote:The only one I *might* owe an apology would be you, for saying that I trust 0x90 more than you.

wow, you're starting to realise what an astonishing thing that was to say. hooray

Quote:Well, remind me where I said that then I think it would probably be more along the lines of you not actually helping the team finish faster, if not slowing it down. That does not mean you are delaying a release, it only says that you're not actively doing anything to get TT released sooner. oh, you finally answer such a crucially important point which i've said several times and all you can do is pretend you don't remember it?

Quote:Quote:and respond to accusations i didn't even make.
You're dodging now, so please, as I answered your points in this post, return the favour.
dude, don't lie again. it makes your position even worse. nobody seems to've told you this, i'm telling you now and maybe you'll thank me for it later. you dodged what i said, i did not dodge what you said, you liar.

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 22:39:06 GMT

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Spoony wrote on Mon, 15 August 2011 00:29EvilWhiteDragon wrote on Sun, 14 August 2011 15:23You posted it didn't you?
no...

Quote:The only one I *might* owe an apology would be you, for saying that I trust 0x90 more than you.
wow, you're starting to realise what an astonishing thing that was to say. hooray

No, I still stand by that, don't worry. You're still not doing anything to do anything that might help improving our relation, quite the opposite really.

Quote:

Quote:Well, remind me where I said that then I think it would probably be more along the lines of you not actually helping the team finish faster, if not slowing it down. That does not mean you are delaying a release, it only says that you're not actively doing anything to get TT released sooner. oh, you finally answer such a crucially important point which i've said several times and all you can do is pretend you don't remember it?

No, I don't believe you. I trust you to exactly phrase things like you see fit. In tise case, I already told you how I was likely to have phrased it myself. If it's different then I'm generally interested when and where I wrote that.

Quote:

Quote:Quote:and respond to accusations i didn't even make.
You're dodging now, so please, as I answered your points in this post, return the favour.
dude, don't lie again. it makes your position even worse. nobody seems to've told you this, i'm telling you now and maybe you'll thank me for it later. you dodged what i said, i did not dodge what you said, you liar.
You're saying that I lie, ok, that's a serious accusation. Now, where did I lie then?

Edit:

You still haven't replied to the statement that I do fuck all for TT.

Subject: Re: New maps?

Posted by [HaTe](#) on Sun, 14 Aug 2011 22:41:54 GMT

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Spoony feels the needs to call everyone a liar right off the start of an argument, in attempt to nullify anything they say to oppose him. He's been doing it for years. EWD obviously has some social issues where he doesn't understand that some of the things he says are just stupid. In the end you have an annoying argument about nothing.

The one thing you both have in common is taking so much pride and credit for the *rather small* accomplishments you have done for Renegade. For proof, read the quote of this post below.

Continue.

<http://www.youtube.com/watch?v=xSLIZh9yelk>

Subject: Re: New maps?

Posted by [Spoony](#) on Sun, 14 Aug 2011 22:52:13 GMT

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EvilWhiteDragon wrote on Sun, 14 August 2011 15:39Quote:Quote:The only one I *might* owe an apology would be you, for saying that I trust 0x90 more than you.

wow, you're starting to realise what an astonishing thing that was to say. hooray

No, I still stand by that, don't worry. You're still not doing anything to do anything that might help improving our relation, quite the opposite really.

there you have it, ladies and gentlemen.

i would have thought you would take the opportunity to say that your earlier statements about trusting and respecting 0x90 more than spoony were simply a moment of complete madness, and now you've come back to your senses. sadly not. perhaps i should remind everybody that after you said this, 0x90 released more shit to damage this game, after promising you he wouldn't, exactly as i told you he would. this didn't budge your opinion of either him or me an inch, did it? which seems to reinforce my assertions about how unbelievably bad your judgement is. or maybe you simply don't care what he's done so long as he doesn't actually say the nasty things about you i've said, eh? that seems to be the case, so never mind how much damage he's done to the game, never mind how many times he's lied to you and hurt the community, never mind how much good i've done and my consistent honesty... you don't give a shit about any of this. i'm mean to you (i.e. telling you what you fucking need to hear) whereas he pretends he's friend and then stabs the renegade community again like i told you he would. never mind that. i say stuff on a forum you don't like (though it turns out to be both true and crucial), and that's all you need to do to be worse than 0x90, in EWD's howling wilderness of a mind.

Quote:No, I don't believe you. I trust you to exactly phrase things like you see fit. In tise case, I already told you how I was likely to have phrased it myself. If it's different then I'm generally interested when and where I wrote that.

i guess people will just have to decide which one of us they trust more. or if your memory needs

refreshing, i could remind you that after you said it publicly, you said in the TT private forum that the reason you were lying in public was to get on 0x90's good side. quite a startling thing to admit, quite an odd goal, and if the price of achieving it is publicly slandering a TT colleague by flat-out lying to everybody, guess you thought it was a price worth paying.

Quote:You're saying that I lie, ok, that's a serious accusation. Now, where did I lie then?

Quote>Edit:

You still haven't replied to the statement that I do fuck all for TT.
because you were totally changing the subject, i never said that in the first place you idiot

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 22:58:49 GMT

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HaTe wrote on Mon, 15 August 2011 00:41Spoony feels the needs to call everyone a liar right off the start of an argument, in attempt to nullify anything they say to oppose him. He's been doing it for years. EWD obviously has some social issues where he doesn't understand that some of the things he says are just stupid. In the end you have an annoying argument about nothing.

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Continue.

<http://www.youtube.com/watch?v=xSLIZh9yelk>

I do not need to put up lot of fuzz on what I do for Renegade, but I do not accept it when people say that I have don't nothing good for Renegade, or that my loyalty is with 0x90. That's simply a lie. If there's anyone that I'm truly loyal to in the Renegade community it's StealtEye, BlackIntel and the TT-coders.

EvilWhiteDragon wrote on Tue, 25 May 2010 17:17Spoony wrote on Tue, 25 May 2010 15:44so you're not put off at all by the prospect of making a deal with the one person who's done the very most damage to renegade (and who's already broken these kind of deals), you're very eager to publicly attack your TT colleagues if it'll make him feel better... none of that presents a problem to you... but when you're pressed to let TT know exactly what's going on between you and 0x90, you abandon the project?

I never said I'd abandon the project, I'm just saying that this isn't worth my time. I am trying hard to maintain a communicative channel with 0x90 and all you want is to frame me so it seems. If you can't trust me then I will not ask any Renegade or *cheat name removed* questions to 0x90 again.

Also, I have no intentions spreading private chat of anyone to persons I don't trust.

A quote from an ancient topic, where I was prepared to not chat with 0x90 any more because of Spooky's trust issues. The final outcome was that I did however had some tech-chat with 0x90.

jonwil wrote on Thu, 27 May 2010 16:31This effort by EvilWhiteDragon is a chance to get some unprecedented technical information on the inner workings of the largest and most well known

renegade cheat program.

I for one support it wholeheartedly and think EWD should proceed.

If we can get this info (and then modify 4.0 as necessary based on what we get) we can make it even harder for cheaters like 0x90 to do their work.

Passing this up just because EWD may have had "secret" conversations with 0x90 (and refuses to disclose the full content of those conversations) would be a bad idea.

EvilWhiteDragon wrote on Thu, 12 August 2010 18:58 EWD: Does *cheat name removed* patch renegade code segment in any way? If so, what addresses?

What Renegade data variables or functions does *cheat name removed* call?

How is the radar hack implemented?

How is fly mode implemented?

0x90: oh, cuttin to the chase, arent you?

0x90: *cheat name removed* lol, really?

0x90: is it on the ren forums actually?

0x90: in the "private" sections

EWD: yes it indeed

0x90: ok ill try to give some quick answers but ill copy those questions and write some more detailed answers when i get the time, ok?

EWD: ok

0x90: thing is, i didnt look into the *cheat name removed* code for like 3 months now, so for the quick answers, i can just "guess" on some parts

EWD: ok

0x90: i think *cheat name removed* does patch code segments but for most stuff i doesnt have to

0x90: the main magic is done in the d3d hook

0x90: and for that its enough to patch the **** or **** of d3d, or simply put the d3d dll in the same dir

0x90: you name the method...

EWD: bbl (food)

0x90: im mostly calling functions in renegade and scripts dll and for that you wont need any code patches

0x90: aaah, im jealous

EWD: however, please send in your short answers

0x90: k, bon appetit

0x90: for the renegade "data variables and functions"... i would have to re-check but im using some stuff which is freely accessible and documented via scripts.dll by jonwil
0x90: like getting all the players and their health, shield, position etc
0x90: *cheat name removed*is looping over the "*****" **** (or something.. like i said i havent looked into the code for a while)
0x90: for the aimbot thing im getting the nearest player... and then the position of the chosen "bone" via some scripts function (something like **** however it returns a Vector3)
0x90: and then im calling the **** something from scripts to aim at this **** position
0x90: radar hack is either just setting the **** (detected looong time) or patching some code which checks for that etc etc
0x90: you name the method
0x90: my last approaches were about using the hud-stuff in the shaders code to draw the radar (evtl with the fancy map overlay stuff and so on)
0x90: you can implement the radar hack there too
0x90: "flymode" is like the old spectator thing... spectator is still implemented too... but flymode is like not having a spectator-target so you can move freely
0x90: ****
0x90: you can then change this "fly-position" with the movement keys freely... nothing special... the vector math for the movement is actually quite fucked up like you can easily notice
0x90: because you have to calc the movement on your own by just knowing the "Facing" and if youre looking up or down... so like reprogramming the whole 3d-movement logic
0x90: took me some time since this isnt exactly "my world"
0x90: i mean 3d programming
0x90: but i wouldnt try to counteract this details... all of this could easily be done otherwise and stuff.. you know what i mean?
0x90: would be cat-and-mouse again then.... just try to disallow any unknown/unsafe external dll's or any unknown code at all

EWD: that's easier said than done

0x90: haha "sad"

0x90: yeah

0x90: its indeed sad

EWD: said :+

0x90: i know i know.. but it was funny somehow

EWD: true

0x90: but did you read what i wrote? is i somehow helpful for now?

EWD: idk, that's up to jonwil to determine

EWD: I personally guess we could've guessed most of this but ok

0x90: sure

0x90: like i said

0x90: *cheat name removed*is no mystery

0x90: actually mostly quite errrr
0x90: lame? dilletant?
0x90:

EWD: lame is something most if not all renegadeplayers know

0x90: mhh.. saying?
0x90: dont like all ren players know rgh?
0x90: or are you talking about the "mechanics"
0x90: like making it by themselves?

EWD: I mean rgh

0x90: then i dont get it
0x90: why is it lame then?

EWD: because cheating is lame

0x90: tru dat!

Edit: and for the rest: I'm done with this discussion Spoonny. If any one else has questions I'll answer them, otherwise I'll just let the discussion die out.

Subject: Re: New maps?
Posted by [iRANian](#) on Sun, 14 Aug 2011 23:02:27 GMT
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I really doubt that the stuff EWD has done for Renegade is "small".

Subject: Re: New maps?
Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 23:09:03 GMT
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iRANian wrote on Mon, 15 August 2011 01:02I really doubt that the stuff EWD has done for Renegade is "small".
Certainly it's nowhere near JonWil, ShaderHawk or StealthEye have done...

Subject: Re: New maps?
Posted by [R315r4z0r](#) on Sun, 14 Aug 2011 23:09:45 GMT
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nvm, I didn't see that the map was already added.

Subject: Re: New maps?

Posted by [Spoony](#) on Sun, 14 Aug 2011 23:12:12 GMT

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EvilWhiteDragon wrote on Sun, 14 August 2011 15:58A quote from an ancient topic
yes. i know the one you mean, and i think you'd better read the whole thing.

Quote:Edit: and for the rest: I'm done with this discussion Spoony. If any one else has questions I'll answer them, otherwise I'll just let the discussion die out.

yes, i said some time ago you wouldn't have the balls to apologise to me for what you did, or to the community for lying to them about something so important, or to TT for trying to deceive them in the public forum.

Subject: Re: New maps?

Posted by [HaTe](#) on Sun, 14 Aug 2011 23:16:58 GMT

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Compared to what the coders for Renegade have done for Renegade's gameplay and the future of Renegade, I'd classify his accomplishments as small. Having said that though, I'm not trying to make it seem like I've done anything much for Renegade neither. The only thing i've done is been a moderator and a regular player since release, which is sometimes more important than anything. If I were the leader of a Renegade community, I'd much rather have a loyal group of regular players than anything. That's why Renegade is still somewhat alive and successful. The scripters/coders are willing to keep up the work they do for the people who still play the game. It's a balance thing. All I'm saying is that you can have 100 mods to catch cheaters on a server, but they won't do nearly as much good as an advanced anti-cheat scripts does. Which is why, in my personal opinion, they have done more than anyone to keep Renegade up and running. It's why I added the * * around small - it's important and everything, and the game needs people like EWD, but his "achievements" are small compared to that of several others. They don't get the credit they deserve, meanwhile others are trying to seem like they deserve more credit, when they don't.

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Sun, 14 Aug 2011 23:19:13 GMT

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Spoony wrote on Mon, 15 August 2011 01:12EvilWhiteDragon wrote on Sun, 14 August 2011 15:58A quote from an ancient topic
yes. i know the one you mean, and i think you'd better read the whole thing.

Quote:Edit: and for the rest: I'm done with this discussion Spoony. If any one else has questions I'll answer them, otherwise I'll just let the discussion die out.

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You just can't read now can you? If I feel that an apology is in order I don't mind making it. It just isn't. Or should I make excuses how I found out about the pointbug or though of the concept for

BIATCH? I mean, I'm a cheater, right?

So hereby I apologize to the cheating community for making their doings a lot harder, and I apologize to the people that prefer to shoot with ramjets at harvesters and mammoth tanks, because I ruined their gameplay.

Just for me personally, where did I lie? Because I still have no idea what you're talking about? If you don't want to make a fuzz out of it that's fine by me as well, you can just PM it to me. Add the deceive thing as well while you're at it.

Subject: Re: New maps?

Posted by [iRANian](#) on Sun, 14 Aug 2011 23:39:35 GMT

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R315r4z0r: Think C&C_Death_Pass is already included in that pack, it's in my Data folder and I can't remember ever installing it separately.

It's a nice looking map and the unorthodox layout really interests me in playing it on a big server.

Subject: Re: New maps?

Posted by [R315r4z0r](#) on Sun, 14 Aug 2011 23:59:05 GMT

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Yeah, you're right. I guess my eyes must of skimmed over it when I was looking through the list.

Subject: Re: New maps?

Posted by [iRANian](#) on Mon, 15 Aug 2011 00:00:57 GMT

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Any plans for a new Renegade map?

Subject: Re: New maps?

Posted by [R315r4z0r](#) on Mon, 15 Aug 2011 00:06:50 GMT

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Not really. I'm working as a mapper for Reborn atm. My current project is a remake of City flying. You can see some WIP screenshots of it in their latest update here:
<http://www.cncreborn.eu/forum3/viewtopic.php?f=2&t=4171>

Subject: Re: New maps?

Posted by [iRANian](#) on Mon, 15 Aug 2011 00:15:27 GMT

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Damn, that looks nice.

Subject: Re: New maps?

Posted by [Spyder](#) on Mon, 15 Aug 2011 19:07:23 GMT

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Women...

Subject: Re: New maps?

Posted by [a000clown](#) on Tue, 16 Aug 2011 00:53:21 GMT

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TT team's harmony must bring so much confidence to the greater renegade community.

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Tue, 16 Aug 2011 03:25:10 GMT

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a000clown wrote on Tue, 16 August 2011 02:53TT team's harmony must bring so much confidence to the greater renegade community.

If it helps, Spooky hasn't posted in the private forums any time recent...

Subject: Re: New maps?

Posted by [Spyder](#) on Tue, 16 Aug 2011 08:28:11 GMT

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If it helps, please don't screw up topics with your arguments. Go discuss it somewhere private.

Oh by the way, you're even worse than women. That being said, stop acting like little kids and deal with it like adults. I couldn't care one bit less about you two ranting and bitching about each others shortcomings.

Subject: Re: New maps?

Posted by [Spooky](#) on Tue, 16 Aug 2011 12:45:00 GMT

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EvilWhiteDragon wrote on Mon, 15 August 2011 20:25a000clown wrote on Tue, 16 August 2011 02:53TT team's harmony must bring so much confidence to the greater renegade community.

If it helps, Spooky hasn't posted in the private forums any time recent...

wow, you're trying that again? seriously? after you lie to the community by saying spooky is personally responsible for the delays of the TT patch release? something you still haven't apologised for, either to me or the general renegade community?

cos that is actually quite a big deal, y'know. the renegade community has been kept waiting quite a while. we've heard that it's nearly ready for years. for you to say this delay is all my fault is fucking disgraceful and you should apologise for it. and let's remind ourselves why you said it, why you felt the need to attack a TT colleague by means of such a ridiculous and offensive lie... it was because you wanted revenge because i was being mean to your friend, 0x90.

on the subject of activity, i'm actually following what's happening and i post when i need to. of the TT team, you can't say i'm neglecting my responsibilities, there was never a point when i did; and the fact you keep trying this (even after you get caught the first time) just shows what a dishonest, unprofessional little bitch you are; shows you'll say absolutely anything to try to score a point in an argument.

on the subject of what else you need to apologise for, how about when you said the reason you respected 0x90 more than me was because clanwars was dead? thanks to undetectable cheats? thanks to 0x90? seriously, were you actually trying to think of the most sickeningly offensive thing you could possibly say? you respect the one person who's done the most harm to this game more than the person who spent years maintaining the clan ladder which eventually (and predictably) died thanks to the cheats made by your respected and trusted friend 0x90? i expect you don't think you owe an apology for that either, but you really fucking do. it's also a perfect example of how truly fucked up you are.

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Tue, 16 Aug 2011 13:41:05 GMT

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Spooky wrote on Tue, 16 August 2011 14:45EvilWhiteDragon wrote on Mon, 15 August 2011 20:25a000clown wrote on Tue, 16 August 2011 02:53TT team's harmony must bring so much confidence to the greater renegade community.

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I'm only stating that there is no internal discussion ongoing which could delay TT, simply because we're not at all posting there together. Now explain how you not posting there should delay TT? There are no balance issues ATM, which is your job description, so it's not weird that you're not posting there, right?

Since I'm trying to help with PR and some project management, it's also not weird that I am posting there, right?

For the rest of your reply I refer to my previous posts, as you just keep repeating yourself without stating anything new, like where I lied and how I lied.

Edit: to help you not to mis the specific post I meant, here it is:

EvilWhiteDragon wrote on Mon, 15 August 2011 01:19Spoony wrote on Mon, 15 August 2011 01:12EvilWhiteDragon wrote on Sun, 14 August 2011 15:58A quote from an ancient topic yes. i know the one you mean, and i think you'd better read the whole thing.

Quote>Edit: and for the rest: I'm done with this discussion Spoony. If any one else has questions I'll answer them, otherwise I'll just let the discussion die out.

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You just can't read now can you? If I feel that an apology is in order I don't mind making it. It just isn't. Or should I make excuses how I found out about the pointbug or though of the concept for BIATCH? I mean, I'm a cheater, right?

So hereby I apologize to the cheating community for making their doings a lot harder, and I apologize to the people that prefer to shoot with ramjets at harvesters and mammoth tanks, because I ruined their gameplay.

Just for me personally, where did I lie? Because I still have no idea what you're talking about? If you don't want to make a fuzz out of it that's fine by me as well, you can just PM it to me. Add the deceive thing as well while you're at it.

Subject: Re: New maps?

Posted by [Spoony](#) on Tue, 16 Aug 2011 13:56:50 GMT

EvilWhiteDragon wrote on Tue, 16 August 2011 06:41 I'm only stating that there is no internal discussion ongoing which could delay TT, simply because we're not at all posting there together. Now explain how you not posting there should delay TT? There are no balance issues ATM, which is your job description, so it's not weird that you're not posting there, right? Since I'm trying to help with PR and some project management, it's also not weird that I am posting there, right?
good to see you're giving that one up.

Quote:For the rest of your reply I refer to my previous posts, as you just keep repeating yourself without stating anything new, like where I lied and how I lied.

firstly, this is new.

on the subject of what else you need to apologise for, how about when you said the reason you respected 0x90 more than me was because clanwars was dead? thanks to undetectable cheats? thanks to 0x90? seriously, were you actually trying to think of the most sickeningly offensive thing you could possibly say? you respect the one person who's done the most harm to this game more than the person who spent years maintaining the clan ladder which eventually (and predictably) died thanks to the cheats made by your respected and trusted friend 0x90? i expect you don't think you owe an apology for that either, but you really fucking do. it's also a perfect example of how truly fucked up you are.

at least, it's new in this thread. i've said all this to you before as well, i was hoping you'd understand what an UNBELIEVABLY pathetic thing it was you did there, though i did not expect you to apologise for it. however, the fact remains that you unquestionably ought to, and it's significant that you won't... especially after you said this:

"If I feel that an apology is in order I don't mind making it. It just isn't."

...which either means you're lying (again) or you simply have absolutely zero respect for honesty, integrity, diligence, whether someone is attempting to do something important and constructive to the game or whether they are the one person above all who has done the game the most harm...

like i said before, this is the perfect example for anyone to see how truly fucked up you are

Quote:Or should I make excuses how I found out about the pointbug or though of the concept for BIATCH? I mean, I'm a cheater, right?

So hereby I apologize to the cheating community for making their doings a lot harder, and I apologize to the people that prefer to shoot with ramjets at harvesters and mammoth tanks, because I ruined their gameplay.

changing the subject again, pretending i said stuff i didn't again... this is how you show everyone you aren't a liar?

Quote:Just for me personally, where did I lie? Because I still have no idea what you're talking about? If you don't want to make a fuzz out of it that's fine by me as well, you can just PM it to me. Add the deceive thing as well while you're at it.

are you fucking retarded? you've been caught several times. you even said in the private forum that the reason you lied in public to attack me was to protect 0x90's feelings, remember? aside from the fact that i don't know how the hell you can take yourself seriously after admitting you did

that, it also means you can't pretend you aren't a liar

Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Tue, 16 Aug 2011 14:45:36 GMT

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The way you act in public makes TT look like a bunch of douchebags. I don't think anyone's job requirement lists "Arguing point by point about how someone LIED TO EVERYONE!!1!11. Take it to a fucking PM and have some professionalism.

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Tue, 16 Aug 2011 15:05:57 GMT

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Aircraftkiller wrote on Tue, 16 August 2011 16:45The way you act in public makes TT look like a bunch of douchebags. I don't think anyone's job requirement lists "Arguing point by point about how someone LIED TO EVERYONE!!1!11. Take it to a fucking PM and have some professionalism.

You, sir, are right. Spooky, have fun with your monologue and your own truth.

Subject: Re: New maps?

Posted by [Spooky](#) on Tue, 16 Aug 2011 15:54:34 GMT

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you make me sick.

Subject: Re: New maps?

Posted by [Spyder](#) on Tue, 16 Aug 2011 16:31:37 GMT

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Now someone clean up the mess.

Subject: Re: New maps?

Posted by [reborn](#) on Tue, 16 Aug 2011 16:32:55 GMT

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EWD, Spooky is right, you owe him an apology. It wasn't appropriate to say what was said. It would of been more acceptable to approach Spooky first and get his consent (if he would of been willing). If I am honest though, the whole concept seems silly at best (although I do see it as a good thing to have an open line of communication with 0x90, the way to do that isn't to act gun-Ho

and use an unwilling sacrificial lamb).

You often call things out how you see them, regardless of who you're referring to or upsetting. I cannot condemn you for that, so please do not condemn me for the same.

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Tue, 16 Aug 2011 17:29:14 GMT

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reborn wrote on Tue, 16 August 2011 18:32EWD, Spooony is right, you owe him an apology. It wasn't appropriate to say what was said. It would of been more acceptable to approach Spooony first and get his consent (if he would of been willing). If I am honest though, the whole concept seems silly at best (although I do see it as a good thing to have an open line of communication with 0x90, the way to do that isn't to act gun-Ho and use an unwilling sacrificial lamb).

You often call things out how you see them, regardless of who you're referring to or upsetting. I cannot condemn you for that, so please do not condemn me for the same.

Maybe I should ask Spooony permission to take a shit as well... Since when is Spooony the one to ask for talking to 0x90? Last time I checked he didn't own Ren, TT, RGH, 0x90 or me...

It was after he started attacking me because of chatting to 0x90 (which Crimson has done long before me, which had as result that *cheat name removed*stopped hooking into Renguard it self, although the intention of that was that it would be possible to use RG to always detect RGH) that I said that I respect 0x90 more. This for the very simple reason that I'm already being backstabbed by Spooony, which up until now has not yet happened with 0x90. Guess who I like more?

Spooony isn't doing anything to not backstab me, so I have no reason to change my views, something that's necessary for a sincere apology. Just saying sorry (regardless of Spooony accepting it) doesn't change a single bit about that.

Subject: Re: New maps?

Posted by [nikki6ixx](#) on Tue, 16 Aug 2011 17:33:30 GMT

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This is the silliest, saddest thread I've read here in some time.

And people wonder why nobody has a hope for Renegade, and believe the 'community heads' are idiots. TT = Tools n' Twits.

Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Tue, 16 Aug 2011 17:38:50 GMT

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But someone says someone else is a LIAR WHO LIES TO EVERYONE! AND DESERVES AN

APOLOGY FOR IT! With bold and underlined text, no less! It's important! Don't make fun of them!

Subject: Re: New maps?

Posted by [Spoony](#) on Tue, 16 Aug 2011 17:51:52 GMT

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EvilWhiteDragon wrote on Tue, 16 August 2011 10:29It was after he started attacking me because of chatting to 0x90 (which Crimson has done long before me, which had as result that *cheat name removed*stopped hooking into Renguard it self, although the intention of that was that it would be possible to use RG to always detect RGH) that I said that I respect 0x90 more. This for the very simple reason that I'm already being backstabbed by Spoony, which up until now has not yet happened with 0x90. Guess who I like more?

god, you're such a fucking liar it's unbelievable. i never backstabbed you, you lying little bitch; you're the one who publicly attacked me (by means of a lie; you told everyone i was to blame for the TT patch being delayed... you lied about something extremely important that a lot of renegade people are justifiably annoyed about) and the reason you did it was because you were angry at the fact i was being mean to your trusted and respected friend 0x90.

answer the question, why did you lie to the community by saying i was to blame for the TT patch being delayed? why did you think it was a good idea to deceive the community and attack a TT colleague?

and i'm glad you're confirming what i said a few posts ago about what it takes to earn EWD's respect. work hard to do something important and constructive for renegade? nothing. honesty? nothing. integrity? nothing. but 0x90 has your respect when he's done more harm to the game than anyone else. so you tell us all you respect him more than me, which frankly displays a level of judgement that borders on dementia; a few weeks after that, he goes and releases more of his shit just like i told you he would, and even then you don't change your opinion of either of us. god, what's wrong with you?

Quote:Spoony isn't doing anything to not backstab me, so I have no reason to change my views, something that's necessary for a sincere apology.

an apology from you would not be sincere, i think we all know that. but that's just because -a- you're a pathologically compulsive liar, -b- you're too much of a fucking dipshit to think you've done anything wrong, and -c- you're too much of a wretched slug to take responsibility for your actions if you did

Subject: Re: New maps?

Posted by [Spoony](#) on Tue, 16 Aug 2011 17:57:44 GMT

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Aircraftkiller wrote on Tue, 16 August 2011 10:38But someone says someone else is a LIAR WHO LIES TO EVERYONE! AND DESERVES AN APOLOGY FOR IT! With bold and underlined text, no less! It's important! Don't make fun of them!

the TT patch has been delayed for years. the renegade community has kept hearing that it's just

around the corner. people have been understandably impatient and angry at the delays.

EWD tells everyone that spoony is responsible for the delays, apparently in revenge at the fact i'm being mean to his friend 0x90. this is a direct lie and he knew it was a lie when he said it. given the importance of what he said and how a lot of people are justifiably angry at it, isn't it valid to point out that EWD is a colossal prick for saying this, and ask him why did he try it? isn't "why did you think this was a good thing to say" a fair question?

Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Tue, 16 Aug 2011 18:02:58 GMT

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You know what? If you hadn't kept bringing it up constantly, I wouldn't have ever known that you were the reason for the delay. EWD has not made it as big of a deal as you have. I really doubt anyone in-game right now knows or cares about the Spoony-delay besides you. Well, and the little bit of caring I'm showing by trying to get you to realize that you're creating a self-fulfilling prophecy. The more you whine about EWD, the more people will notice it.

I think you're wasting your time, unless you enjoy looking like a huge douchebag for repeating yourself ad nauseum regarding a "delay" that nobody but you has brought up recently.

Subject: Re: New maps?

Posted by [Spoon](#) on Tue, 16 Aug 2011 18:19:05 GMT

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You didn't answer the question. Isn't it a fair question to ask why the guy who "does PR for TT" has a track record of flat-out lying to the renegade community about why the patch delays are happening just to amuse 0x90? Is this a good situation to be in, should we leave it as it is, or rather should someone say "what the fuck, EWD? Maybe don't lie to the renegade community like that, and maybe don't publicly attack your TT colleagues by means of a lie just to put a smile on 0x90's face... and while we're on the subject, what the hell were you thinking when you said you respected 0x90 more than spoony because 0x90's cheats killed the clan ladder spoony was running?"

are these not worthwhile questions?

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Tue, 16 Aug 2011 18:19:08 GMT

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Spoon wrote on Tue, 16 August 2011 19:51 EvilWhiteDragon wrote on Tue, 16 August 2011 10:29 It was after he started attacking me because of chatting to 0x90 (which Crimson has done long before me, which had as result that *cheat name removed* stopped hooking into Renguard it self, although the intention of that was that it would be possible to use RG to always detect RGH)

that I said that I respect 0x90 more. This for the very simple reason that I'm already being backstabbed by Spooky, which up until now has not yet happened with 0x90. Guess who I like more?

god, you're such a fucking liar it's unbelievable. i never backstabbed you, you lying little bitch; you're the one who publicly attacked me (by means of a lie; you told everyone i was to blame for the TT patch being delayed... you lied about something extremely important that a lot of renegade people are justifiably annoyed about) and the reason you did it was because you were angry at the fact i was being mean to your trusted and respected friend 0x90.

answer the question, why did you lie to the community by saying i was to blame for the TT patch being delayed? why did you think it was a good idea to deceive the community and attack a TT colleague?

and i'm glad you're confirming what i said a few posts ago about what it takes to earn EWD's respect. work hard to do something important and constructive for renegade? nothing. honesty? nothing. integrity? nothing. but 0x90 has your respect when he's done more harm to the game than anyone else. so you tell us all you respect him more than me, which frankly displays a level of judgement that borders on dementia; a few weeks after that, he goes and releases more of his shit just like i told you he would, and even then you don't change your opinion of either of us. god, what's wrong with you?

Quote:Spooky isn't doing anything to not backstab me, so I have no reason to change my views, something that's necessary for a sincere apology.

an apology from you would not be sincere, i think we all know that. but that's just because -a- you're a pathologically compulsive liar, -b- you're too much of a fucking dipshit to think you've done anything wrong, and -c- you're too much of a wretched slug to take responsibility for your actions if you did

You're the one that has to resort to insults and statements which you do not want to prove. I've asked you doesn't of times to show me and the rest of the public where I am lying. Until I've seen the parts where I apparently made mistakes, I do not believe you, and your insults do not help with obtaining that insight.

Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Tue, 16 Aug 2011 18:21:21 GMT

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Spooky wrote on Tue, 16 August 2011 20:19 You didn't answer the question. Isn't it a fair question to ask why the guy who "does PR for TT" has a track record of flat-out lying to the renegade community about why the patch delays are happening just to amuse 0x90? Is this a good situation to be in, should we leave it as it is, or rather should someone say "what the fuck, EWD? Maybe don't lie to the renegade community like that, and maybe don't publicly attack your TT colleagues by means of a lie just to put a smile on 0x90's face... and while we're on the subject, what the hell were you thinking when you said you respected 0x90 more than spooky because 0x90's cheats killed the clan ladder spooky was running?"

are these not worthwhile questions?

Fun-fact: I still have no clue what he's talking about...

Spoony, I have no idea if my reactions cause a smile to 0x90's face, but I'm sure yours sure do.

Subject: Re: New maps?

Posted by [Spyder](#) on Tue, 16 Aug 2011 18:23:08 GMT

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I just lost all faith in TT, good going fellas.

Subject: Re: New maps?

Posted by [Spoony](#) on Tue, 16 Aug 2011 18:24:10 GMT

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EvilWhiteDragon wrote on Tue, 16 August 2011 11:21 Spoony, I have no idea if my reactions cause a smile to 0x90's face, but I'm sure yours sure do. right. so when you said in the TT private forum that the reason you were lying in public to attack me was to make 0x90 feel better (an alarming thing to admit), you were lying then too?

Subject: Re: New maps?

Posted by [HaTe](#) on Tue, 16 Aug 2011 18:26:26 GMT

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Subject: Re: New maps?

Posted by [iRANian](#) on Tue, 16 Aug 2011 18:31:06 GMT

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Subject: Re: New maps?

Posted by [EvilWhiteDragon](#) on Tue, 16 Aug 2011 18:59:51 GMT

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StealthEye wrote on Mon, 24 May 2010 11:39 I am not lying, I am reading your posts, and I still don't see what EWD has done wrong. Let it be clear that EWD nor me have ever justified any cheat-related actions of 0x90. You have never stated what the problem is that you are talking about, you you only name it "obvious" and "red-handed" but probably noone bar you knows what you are talking about. You may want to post a short post with your opinion rather than a one- or two-line answer to every sentence I type, because the latter doesn't result in a coherent post, and

it clearly fails to get your message across.

Until you posted clearly what you think EWD has done wrong at all, without using words like 'obvious' and 'unbelievable' which mean nothing, there seems to be no reason to continue this conversation. I therefore assume this is my last post about this topic. Have a nice day. Spooky, may I remind you that this was in 2010? Over a year ago, and still you haven't been able to answer this...

To clarify, I just went through the TT dev forums, the TT public forums and skimmed over the Heated discussions and debates, and cannot find anything that even resembles what Spooky is claiming. Now it could be that I'm blind, or just that it was never posted.

Subject: Re: New maps?
Posted by [R315r4z0r](#) on Tue, 16 Aug 2011 19:28:09 GMT
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Wait... people are still working on that TT thing?

Do people even still play Renegade? I thought everyone moved to one of the mods... :\

Subject: Re: New maps?
Posted by [iRANian](#) on Tue, 16 Aug 2011 19:29:41 GMT
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yeah i've been playing Reborn.....2003

Subject: Re: New maps?
Posted by [EvilWhiteDragon](#) on Tue, 16 Aug 2011 19:32:03 GMT
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R315r4z0r wrote on Tue, 16 August 2011 21:28 Wait... people are still working on that TT thing?

Do people even still play Renegade? I thought everyone moved to one of the mods... :\ I think there are on average 5 to 10 commits every day for the past couple of months, so yes TT is being worked on. The private beta allows the team to find and fix a lot of bugs.

Edit: Bugs vary from bugs that were in stock ren as well as new bugs.

Subject: Re: New maps?
Posted by [HaTe](#) on Tue, 16 Aug 2011 20:04:03 GMT
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seems like for every bug found and fixed, another bug is formed that needs to be fixed. It's not like the TT team is sitting back and just waiting to release for no reason...they are working on it.

Subject: Re: New maps?

Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 16 Aug 2011 22:41:24 GMT

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Let's cut it out folks. Whether or not someone lied about internal matters, words are words and not worth holding grudges over. What speaks louder is the amount of work both of you have done for Renegade over the years. You are on the same side - here to keep C&C Renegade alive and to keep cheats away from it. Just end the arguing, because it isn't making anyone look better. Shake on it, and move on.

Subject: Re: New maps?

Posted by [Herr Surth](#) on Wed, 17 Aug 2011 09:47:50 GMT

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jesus, learn I2damagecontrol please.

Subject: Re: New maps?

Posted by [Goztow](#) on Wed, 17 Aug 2011 11:17:31 GMT

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There are very few maps that are actually playable with a reasonable amount of players (10 - 24), good looking and remotely balanced. Here's a few of which we used to play in I-CW and on which we had some awesome games:

- * snow
- * bunkersTS
- * bio
- * glacierTS
- * siege
- * meadow
- * night0x
- * Dusk
- * city2 flying
- * mesa2 and hourglass2
- * creekdale flying
- * big walls
- * tobruk
- * Fortress2k4
- * Gobi (DM)
- * Sand (DM)
- * Tiberium Pit 3
- * Mutation Redux (for the harvs!)

- * Lunar Landing
- * Mars

I probably forgot a couple, but it's been a while...

Subject: Re: New maps?

Posted by [R315r4z0r](#) on Thu, 18 Aug 2011 00:19:16 GMT

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Glacier is a weird map.

When I had my original 2002 computer with integrated graphics, 256mb of ram, and a 1.8Ghz P4 processor... I had absolutely no trouble playing on glacier and glacier flying. It was my favorite map.

However, after I started to upgrade my computer with dedicated GPUs and other such upgrades, my performance on that map started to decline. It still, to this day, is very laggy for me to play on. Every time someone, anyone, anywhere on the map fires their gun, my game freezes for a short second. It went from my favorite to most dreaded map in Renegade.

Subject: Re: New maps?

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 18 Aug 2011 01:08:26 GMT

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Hangman's Canyon was one of my favourite fan maps - it's simple with a couple chokepoints, good size for any playercount, etc. Most fan maps don't cater towards small playercounts.

Subject: Re: New maps?

Posted by [Aircraftkiller](#) on Thu, 18 Aug 2011 01:45:34 GMT

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I've always hated Hangman's - it's too big while simultaneously looking terrible. It's always had its share of balance problems. I played it on the old WOLF servers from 2002-2003 and hated having to sit through entire matches of it.

Regarding non-flying Glacier/TS, it should not give you any framerate problems. Those come from the Repair Facility's broken logic which is fixed in 4.0.

Subject: Re: New maps?

Posted by [jonwil](#) on Thu, 18 Aug 2011 06:25:33 GMT

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I can state as a coder that 4.0 is NOT ready for full public release yet, we have bugs we need to fix. The rste of new bug reports is down from what it was and I for one am doing everything I can to fix the bugs I am able to fix. I want this released as much as everyone else does but releasing with known major bugs is bad.

No one person is to blame for the delays, this stuff takes time and the TT coders have jobs/school/real life things that take priority over TT.

Subject: Re: New maps?
Posted by [Goztow](#) on Thu, 18 Aug 2011 07:54:28 GMT
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That statement became old 1,5 years ago, Jonwill .

Subject: Re: New maps?
Posted by [HaTe](#) on Thu, 18 Aug 2011 14:03:18 GMT
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Goztow wrote on Thu, 18 August 2011 00:54That statement became old 1,5 years ago, Jonwill . still relevant though