Subject: Goodbye Posted by zunnie on Thu, 24 Jan 2013 15:17:21 GMT View Forum Message <> Reply to Message
Goodbye!
Subject: Re: Goodbye Posted by BAGUETTE on Thu, 24 Jan 2013 16:29:25 GMT View Forum Message <> Reply to Message
wut
Subject: Re: Goodbye Posted by ehhh on Thu, 24 Jan 2013 18:07:35 GMT View Forum Message <> Reply to Message
really
LOL
Subject: Re: Goodbye Posted by crushu06 on Thu, 24 Jan 2013 18:45:43 GMT View Forum Message <> Reply to Message
damn it ehh what the fuck did you do now?
Subject: Re: Goodbye Posted by ehhh on Thu, 24 Jan 2013 18:52:49 GMT View Forum Message <> Reply to Message
blame renforums
Subject: Re: Goodbye Posted by Major-Payne on Thu, 24 Jan 2013 22:13:37 GMT View Forum Message <> Reply to Message
wut

Posted by Xpert on Fri, 25 Jan 2013 03:02:41 GMT

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uhhhhhhhhhhhhhhhhh

Subject: Re: Goodbye

Posted by Aircraftkiller on Fri, 25 Jan 2013 04:13:17 GMT

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I'm really trying to write a non-asshole reply to this thread, but I'm coming up short.

Subject: Re: Goodbye

Posted by Mauler on Fri, 25 Jan 2013 05:10:25 GMT

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See ya friendo

Subject: Re: Goodbye

Posted by Starbuzz on Fri, 25 Jan 2013 05:38:59 GMT

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zunnie is just gone to grab that big renebaseball bat and return...

File Attachments

1) ZUNNIERENEFAGGOTSKILLERRAMPAGE.png, downloaded 1245 times



Posted by Gen_Blacky on Fri, 25 Jan 2013 09:48:12 GMT

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heh why is he leaving?

Subject: Re: Goodbye

Posted by Sean on Fri, 25 Jan 2013 12:36:38 GMT

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Bye Zunnie, you take care.

Subject: Re: Goodbye

Posted by Ethenal on Sat, 26 Jan 2013 15:05:14 GMT

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peace

Subject: Re: Goodbye

Posted by zeratul on Wed, 30 Jan 2013 23:05:22 GMT

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Posted by halo2pac on Sun, 03 Feb 2013 00:51:59 GMT

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Best of luck with your endeavors!

Subject: Re: Goodbye

Posted by Jerad2142 on Thu, 07 Feb 2013 23:57:10 GMT

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Huh, I wouldn't think one would just say "Goodbye!" after doing so much work on a game, I'd at least type a paragraph to bore people at least.

Subject: Re: Goodbye

Posted by ehhh on Fri, 08 Feb 2013 08:36:59 GMT

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think he's just leaving the forum

cos mad

Subject: Re: Goodbye

Posted by Aircraftkiller on Sat, 09 Feb 2013 07:57:46 GMT

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Good riddance. All of his maps looked like rehashed piles of shit. You'd think the least he could do is try turning the default palm trees so 400 of them aren't all facing the same direction.

Subject: Re: Goodbye

Posted by liquidv2 on Sat, 09 Feb 2013 20:39:46 GMT

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do you have an inflatable tree that you have sex with or something? god almighty

Subject: Re: Goodbye

Posted by -TLS-DJ-EYE-K on Mon, 11 Feb 2013 13:48:02 GMT

Aircraftkiller wrote on Sat, 09 February 2013 08:57Good riddance. All of his maps looked like rehashed piles of shit. You'd think the least he could do is try turning the default palm trees so 400 of them aren't all facing the same direction.

Go diaf Schwuchtel

Subject: Re: Goodbye

Posted by ehhh on Mon, 11 Feb 2013 13:51:50 GMT

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mad

Subject: Re: Goodbye

Posted by liquidv2 on Mon, 11 Feb 2013 20:04:30 GMT

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i haven't seen any of the maps Zunnie made while ACK may be correct, i don't think it matters

Renegade itself looks like a shit pile, and we've all just grown used to it over the past 11+ years i don't think anyone is hung up over Renegade because of the beautiful graphics

Subject: Re: Goodbye

Posted by ehhh on Tue, 12 Feb 2013 08:22:07 GMT

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you've never played some of the maps on ultra

tetris looks better

Subject: Re: Goodbye

Posted by -TLS-DJ-EYE-K on Wed, 13 Feb 2013 07:54:35 GMT

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ehhh wrote on Tue, 12 February 2013 09:22you've never played some of the maps on ultra

tetris looks better

Then go play Tetris, noone forces you to play NewMaps Noobi.

Posted by braner101 on Wed, 13 Feb 2013 10:18:59 GMT

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-TLS-DJ-EYE-K wrote on Wed, 13 February 2013 00:54ehhh wrote on Tue, 12 February 2013 09:22you've never played some of the maps on ultra

tetris looks better

Then go play Tetris, noone forces you to play NewMaps Noobi.

tetris seems like to easy

http://www.youtube.com/watch?v=AHTO5PxCr98

Subject: Re: Goodbye

Posted by Starbuzz on Wed, 13 Feb 2013 17:18:02 GMT

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I think zunni's being blamed for shit. This is not entirely fair. Could his maps have been improved graphics-wise? Sure...I told him to do something about the blue sky as it was too plain. Could he have made the rows of palm trees more natural-looking and uneven? I think so. I can list a lot of graphical improvements to his maps. With the right textures and their application, zunni has the possibility of making his maps come up to the quality of the Level 1 map of Serious Sam: The First Encounter. That's some serious potential and he laid the groundwork for it.

But his maps were unique...a ship in the middle, scattered bases across the islands instead of the same rehashed shit of bases being opposite each other with lots of random shit in between. I call them "chopped cock maps" or CCM's for short LMFAO!

But really, I think people are missing the point. Many of his island-style tropical maps encouraged thinking and were incredibly fun. In fact, it was the design of his maps that re-ignited my love for flying Orcas and Apaches again; so many cliffs to hide in and able to sneak.

Some of zunni's maps are also very nice gameplay-wise when a beacon flyer tries over and over to eventually find a path that works very well to kill a building. I had incredible fun on one of his maps learning to do that. Sure, once you figure it out, you got to keep it a secret but it's things like that I really enjoy.

The idea of tricking the base defenses and forging a path to a building is not new but I like maps that let you do that to a certain extent.

We have lots of good-looking custom maps in Renegade which in the end are just lame ass CCM's with no new design-concepts which provide innovation in gameplay.

edit: typos

File Attachments
1) Renegade_CCM_Layout.png, downloaded 441 times

