
Subject: Nod Warfactory

Posted by [Deafwasp](#) on Sun, 18 Jan 2004 00:23:18 GMT

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Me and Titan have been working on a replacement for the airstrip. I modeled it and titan... didnt really do much yet, he will set it up for use later. I am gunna texture it soon, then Titan will get it working and release the first map with it.

After he releases that map he is gunna set it up so anyone can download it and use it in their maps.

(It is about the same size as the GDI warfac but feels larger)

Subject: Nod Warfactory

Posted by [Gernader8](#) on Sun, 18 Jan 2004 00:28:10 GMT

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Very interesting, it almost looks like a TS structure, but not. I like it

Subject: Nod Warfactory

Posted by [maytridy](#) on Sun, 18 Jan 2004 00:45:52 GMT

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Looks really cool.....hope the texturing goes well.

Subject: Nod Warfactory

Posted by [Aircraftkiller](#) on Sun, 18 Jan 2004 01:04:38 GMT

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Ahh, so you do all the work and Titan takes all the credit? That's a great deal... You got fooled, boy.

Subject: Nod Warfactory

Posted by [OrcaPilot26](#) on Sun, 18 Jan 2004 01:41:26 GMT

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Is Titan the next AllGusto?

When he comes in here his post will be something like:

"credit?, I'm going to give Deafwasp credit(really it's just going to be at the bottom of the readme file, hidden in the legal stuff nobody reads), it wasn't me who made it , Aircraftkiller you are an idiot"

Are you gonna need to make an aggregate for that building too?

Subject: Nod Warfactory

Posted by [Titan1x77](#) on Sun, 18 Jan 2004 01:41:58 GMT

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He offered to make a nod WF...I re-skinned the GDI WF for use in a special map were a cargo drop wouldnt be appropriate....He had told me he'd make one if I can get it into game.

The only fool here is you...not knowing much and assuming everything.

EDIT..This was suggested by him..and he worked hard on it and would like, for not only me but for anyone else to use this model...only thing you released was some tiberium crystals ,that I did use...I gave you credit just like you asked in your readme...Next time dont release anything if you dont want people to use them...I'll make my own next time.

Subject: Nod Warfactory

Posted by [OrcaPilot26](#) on Sun, 18 Jan 2004 01:44:59 GMT

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Quote:He offered to make a nod WF...I re-skinned the GDI WF for use in a special map were a cargo drop wouldnt be appropriate....He had told me he'd make one if I can get it into game.

The only fool here is you...not knowing much and assuming everything.

and there you have it

Subject: Nod Warfactory

Posted by [Titan1x77](#) on Sun, 18 Jan 2004 01:49:18 GMT

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whats your problem??

Your just as bad as ACK

Subject: Nod Warfactory

Posted by [Aircraftkiller](#) on Sun, 18 Jan 2004 02:22:19 GMT

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What he's saying is that you're a thief, and a lazy one at that. You won't even cover up the fact that you're unable to do anything for yourself without it being made completely by someone else...

Subject: Nod Warfactory

Posted by [Gernader8](#) on Sun, 18 Jan 2004 02:29:15 GMT

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OrcaPilot26Is Titan the next AllGusto?

When he comes in here his post will be something like:

"credit?, I'm going to give Deafwasp credit(really it's just going to be at the bottom of the readme file, hidden in the legal stuff nobody reads), it wasn't me who made it , Aircraftkiller you are an idiot"

Are you gonna need to make an aggregate for that building too?

Gives Orca a ten dollar bill and holds out palm Now this time predict my future.

Subject: Nod Warfactory

Posted by [maytridy](#) on Sun, 18 Jan 2004 04:15:22 GMT

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Quote:whats your problem??

Seriously, what's the big fuckin deal? Titan and DeafWasp are working together to bring the Renegade community a map with some new features. Why do you have such a problem with that? You call it thievery? Try teamwork.

Quote:Ahh, so you do all the work and Titan takes all the credit? That's a great deal... You got fooled, boy.

Maybe, for once, credit isn't the only thing that matters. Maybe DeafWasp and Titan are interested in the FUN of making maps and modding. Maybe they like to bring new things to the community.

Like you don't take unfinished Westwood maps, texture them and do some finishing touches, then release them with your name on them. Like you don't use Westwood's buildings in your maps, even though you didn't make them.

Quote:What he's saying is that you're a thief, and a lazy one at that. You won't even cover up the fact that you're unable to do anything for yourself without it being made completely by someone else...

Oh, really? Like Titan hasn't already made multiple maps on his own, and released them for everyone to play? Titan is no thief, he is not stealing.

Why can't you just get along with people?

Subject: Nod Warfactory

Posted by [Titan1x77](#) on Sun, 18 Jan 2004 04:51:30 GMT

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Ack you simply dont care to understand anything.....He offered to make one.

He

Offered

To

Make

One!!

what would you like for me to say...no thanks I dont want your WF model..and I wont set it up for anyone else to use??

Get a grip on yourself...your out of your mind with this Bullshit.

Subject: Nod Warfactory

Posted by [xpontius](#) on Sun, 18 Jan 2004 05:48:58 GMT

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That looks great guys...whoever made it and whatnot.

Subject: Nod Warfactory

Posted by [Jaspah](#) on Sun, 18 Jan 2004 05:51:59 GMT

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maytridyQuote:Ahh, so you do all the work and Titan takes all the credit? That's a great deal... You got fooled, boy.

Maybe, for once, credit isn't the only thing that matters. Maybe DeafWasp and Titan are interested in the FUN of making maps and modding. Maybe they like to bring new things to the community.

Like you don't take unfinished Westwood maps, texture them and do some finishing touches, then

release them with your name on them. Like you don't use Westwood's buildings in your maps, even though you didn't make them.

Owned...

Subject: Nod Warfactory

Posted by [exnyte](#) on Sun, 18 Jan 2004 05:55:59 GMT

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Now that was productive...

Subject: Nod Warfactory

Posted by [Aircraftkiller](#) on Sun, 18 Jan 2004 07:38:16 GMT

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Quote:Maybe, for once, credit isn't the only thing that matters. Maybe DeafWasp and Titan are interested in the FUN of making maps and modding. Maybe they like to bring new things to the community

Maybe that's true. Maybe it isn't. It's irrelevant.

Quote:eLike you don't take unfinished Westwood maps, texture them and do some finishing touches, then release them with your name on them. Like you don't use Westwood's buildings in your maps, even though you didn't make them.

They were both given to me to use. That is why I use them. Do you have to really degrade yourself and look like a fucking retard by posting the same tired arguments about Westwood Studios and myself, when you had absolutely nothing to do with either of us? If you want to, don't let me stop yoi...

Quote:Oh, really? Like Titan hasn't already made multiple maps on his own, and released them for everone to play? Titan is no thief, he is not stealing.

Why can't you just get along with people?

He's made a bunch of stuff that wasn't on his own. Most of it either uses something someone else made, or whatever else he claims to not make use of.

I get along with people fine, so long as they aren't rejects who promised things that they couldn't deliver on, or forum trolls who contribute nothing except to bloat the fragile egos of the same rejects I despise.

Quote:Me and Titan have been working on a replacement for the airstrip. I modeled it and titan...

didnt really do much yet, he will set it up for use later. I am gunna texture it soon, then Titan will get it working and release the first map with it.

After he releases that map he is gunna set it up so anyone can download it and use it in their maps.

Is that what you call "asking him," Titan? It looks like you're just doing that because you can't model for shit yourself... Which completely contradicts the "OMG ORIGINALITY!11!1oneone" garbage you've talked about before.

Choose a personality and stick with it.

Subject: Nod Warfactory
Posted by [Imdgr8one](#) on Sun, 18 Jan 2004 08:23:41 GMT
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Damn, nice looking model Deaf, can't wait to play it[/ONTOPIC]

Subject: Nod Warfactory
Posted by [kriegerv](#) on Sun, 18 Jan 2004 09:19:03 GMT
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Nicely made, I hope it gets the real nod look.

Subject: Nod Warfactory
Posted by [Titan1x77](#) on Sun, 18 Jan 2004 09:30:27 GMT
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ACK your absolutly right...I can't model worth of shit...

I can model some little things here and there...Im not even a good mapper and neither are you...were considered good or above average in this community....But compared to any other recent game, This community/game has 0 quality mappers....even most of the WW maps are junk.

Quake 3 and its mods have some truley amazing maps...and that games years older then Renegade...or you going to give me some garbage that renegade was Started 20 f'kn years ago.

But the truth of the matter isDeafwasp offered to make a Nod Wep Fac.

To tell you the truth i wasnt sure it would get done...but he poured some hard work into it and we are taking away from the topic of this thread by going back and forth about this.

I Didnt Ask nor Did I plan on using this WF...but now that it's done...Im using it.

When deafwasp replys back..if he even cares to add to your Garbage you posted...He'll tell you I didnt ask him...Whats the difference if i did ask him...Grow up allready.

Whats originality have to do with modeling anyways...mapping has nothing to do with modeling strcutres or vehicles..(you should know that you dont model jack shit)..most of the time your on point with your replys..and i agree with most of what you say....but when your off your way off.

Your last quote and reply made completely no sense.

Subject: Nod Warfactory

Posted by [Deactivated](#) on Sun, 18 Jan 2004 10:21:03 GMT

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I don't see what's wrong with somebody offering to make things for a map and using them...

Subject: Nod Warfactory

Posted by [Aircraftkiller](#) on Sun, 18 Jan 2004 10:43:08 GMT

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This is entertaining... Furthermore because I'm running on little sleep and this still isn't a written challenge...

Quote:I can model some little things here and there...Im not even a good mapper and neither are you...were considered good or above average in this community....But compared to any other recent game, This community/game has 0 quality mappers....even most of the WW maps are junk.

I don't care about what you think this game has or doesn't have. What I create is a learning experience for myself which I continually work on as time progresses. It's about how good I can get at doing this and how much enjoyment I get from creating terrain and other objects, such as structures.

You aren't a good level designer, no. You're horrible at it, frankly speaking, because you refuse to learn unless someone is kissing your ass or giving you something they made for you. You don't learn, you just plod forward and keep piling crap on what you previously thought you learned, much like Reborn - it's called the "Landfill Theory."

DeafWasp is a decent guy who's showing that he knows how to learn and has applied his knowledge in what he creates. Unlike you.

What does originality have to do with anything? Why are you asking me? You brought it up more than enough as a counterpoint for my responses over the past three months. One would believe that you'd remember what you say...

I don't model anything? Quite the contrary, every structure in the 0.992b patch of Renegade Alert is created by myself. War Factory, Service Depot, Construction Yard, Ore Refinery, Tesla Coil, Concrete Wall, Allied and Soviet Barracks... Plus the Ore Silo and Radar Dome, and some others I can't remember offhand.

All of them are detailed and feature functioning elevators, interior lighting, multiple floors and proxy bones for the RA_Buildings_Setup.gmax file which will be distributed to the public after the release of 0.992.

If you can't understand what I wrote, the fault isn't with me. Perhaps having a comprehension level of English above the 8th grade would help out?

Subject: Nod Warfactory
Posted by [Jaspah](#) on Sun, 18 Jan 2004 14:02:27 GMT
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Topic split please!

Subject: Nod Warfactory
Posted by [cowmisfit](#) on Sun, 18 Jan 2004 14:15:30 GMT
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I am not seeing the big problem either they are working together which is what people should do he is good at mapping and dethwasp is good at modeling put them together and you have some good work. Titian is not a thief death made a model, he wants people to SEE and USE the model he worked hard on hmmm how do you do this you give it too a MAPPER and then the MAPPER puts it on his map gives you credit in the readme or an easter egg on the map. EVERYONE IS HAPPY death's model is shown to everyone, we all get a new airstrip model, and titian gives everyone another map to play. ITS NOT THAT HARD TO UNDERSTAND.

Subject: Nod Warfactory
Posted by [OrcaPilot26](#) on Sun, 18 Jan 2004 18:04:16 GMT
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Need..to write post that makes sense.... :huh:

Yeah, this community doesn't like to work together. Nobody really shares knowledge (or models) because there so obsessed with getting credited for their work. There was a big fight about whether or not to release the w3d importer because people didn't want others using their stuff and not being credited.

In the Renegade credits it doesn't say specifically who made each model, I really don't see why the community should be different. In fact, I bet only the people who active in the community know that Glacier Flying was made by Aircraftkiller, so does it really matter how much people are

credited (Although actually saying you made something that you stole is just wrong).

And everyone is so hostile to each other, if someone tries to make a "mapping team" it's automatically assumed that he wants other people to do the work for him.

Subject: Nod Warfactory

Posted by [Jaspah](#) on Sun, 18 Jan 2004 18:26:43 GMT

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Why dont you just put your signature in a spot on the model. It doesn't need to be huge...

Subject: Nod Warfactory

Posted by [Aircraftkiller](#) on Sun, 18 Jan 2004 19:11:29 GMT

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The reason I'm hostile to this "mapping squad" shit is that no one ever produces anything. They all do it for the attention and they know it, it's not about making the game better, it's about showing tiny little details they made so people sit there and go "ooh, ahh" for a month... Then they disappear.

"OMG LOOK AT THE POLE WE MODELED"

"OMG LOOK AT THIS ALIEN CAR I MADE THAT I'M NEVER GOING TO WORK WITH AGAIN"

"OMG OMG I MADE A CYLINDER FOR THE SUPER GIGANTO BIGZOR MOD OF DOOM JOLLY MOD"

After almost two years of hearing that, it gets really sickening.

Maybe people want a claim to "fame" by being part of the first C&C FPS game. Or maybe they're just retarded.

Either way, they're not producing anything, and it's high past time that they did.

Subject: Nod Warfactory

Posted by [OrcaPilot26](#) on Sun, 18 Jan 2004 19:39:09 GMT

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That's why it has to be done secretly, so if it fails nobody will know. Of course it's extremely hard to get these community idiots to work together.

Subject: Nod Warfactory

Posted by [xptek_disabled](#) on Sun, 18 Jan 2004 19:40:14 GMT

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AircraftkillerEither way, they're not producing anything, and it's high past time that they did.

What do you call the Weapons factory they produced?

Quote:Maybe people want a claim to "fame" by being part of the first C&C FPS game. Or maybe they're just retarded.

Or maybe they're having fun. :rolleyes:

Subject: Nod Warfactory

Posted by [Aircraftkiller](#) on Sun, 18 Jan 2004 19:46:22 GMT

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By having fun, do you mean destroying people's hope in the majority of this community?

Subject: Nod Warfactory

Posted by [xptek_disabled](#) on Sun, 18 Jan 2004 19:50:39 GMT

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Laughs

How are they destroying hope in the community?

Deafwasp is modelling a Weapons Factory. Titan will use it in his maps (and credit Deafwasp) then release it for the community to use.

Its not a hard concept to grasp. :rolleyes:

Subject: Nod Warfactory

Posted by [Aircraftkiller](#) on Sun, 18 Jan 2004 19:57:21 GMT

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You haven't understood anything I wrote...

Lets try this again.

The more people promise on things that they won't deliver, the more the community refuses to believe anything. This leads to them ignoring topics about new game modifications or games based on Renegade's engine.

This, in turn, makes your work that much harder.

It's not such a hard concept to grasp, chief...

Subject: Nod Warfactory

Posted by [xptek_disabled](#) on Sun, 18 Jan 2004 19:59:35 GMT

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Who said they aren't going to deliver it? It looks almost finished to me.

Quote:You haven't understood anything I wrote...

Neither have you.

Subject: Nod Warfactory

Posted by [Aircraftkiller](#) on Sun, 18 Jan 2004 20:02:05 GMT

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I know exactly what you're writing, it just has no relevance the hijacked topic.

Guess what... Showing it and having it finished are two different things. See what I mean by you not getting the point here?

Subject: Nod Warfactory

Posted by [xptek_disabled](#) on Sun, 18 Jan 2004 20:04:43 GMT

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Quote:I know exactly what you're writing

No, you dont. You obviously can read it but it seems you're having trouble grasping the concept of the above posts.

Quote:Guess what... Showing it and having it finished are two different things.

And what evidence do you have that leads you to believe they wont release it?

Subject: Nod Warfactory

Posted by [Aircraftkiller](#) on Sun, 18 Jan 2004 20:09:51 GMT

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Hahah, that's great, do the "imitate the person belittling you" routine... Another thing I've seen way too much of. If you're going to attempt an argument, at least be original about it, or somewhat

humorous.

What evidence do I have? Other than the pure gut feeling that nothing will come to pass that's either worth playing from Titan or just never gets released at all, none.

I don't need "evidence" to post my opinions on why I think it won't be released, or if it is, it'll just suck. Wasp's War Factory looks fine, and it'll probably be the only good thing that's in Titan's upcoming level.

Subject: Nod Warfactory

Posted by [Deafwasp](#) on Sun, 18 Jan 2004 20:10:11 GMT

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ACK, I wasn't fooled. I am just making the warfactory and giving it to Titan so he can set it up and use it in his map. Then he will release it for everyone to use in their maps if they wish.

Yes I modeled it and I am texturing it. After that it is up to Titan.

I could care less about who gets all the credit about it. As long as it says "Modeled and textured by Deafwasp", that's all I want.

Subject: Nod Warfactory

Posted by [xptek_disabled](#) on Sun, 18 Jan 2004 20:11:59 GMT

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AircraftkillerHahah, that's great, do the "imitate the person belittling you"

Trust me... you the absolute last person I would want to imitate

Subject: Nod Warfactory

Posted by [Aircraftkiller](#) on Sun, 18 Jan 2004 20:17:00 GMT

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If only you said that when you weren't posting replies almost identical to mine... Okay dude, whatever... idiot.

Quote:ACK, I wasn't fooled. I am just making the warfactory and giving it to Titan so he can set it up and use it in his map. Then he will release it for everyone to use in their maps if they wish.

So you'd do all of that work just so one guy can sit there and use it like AllGusto would have? Eh, whatever floats your boat, just don't come back to me if he starts doing weird shit with it...

Subject: Nod Warfactory

Posted by [xptek_disabled](#) on Sun, 18 Jan 2004 20:18:31 GMT

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AircraftkillerIf only you said that when you weren't posting replies almost identical to mine... Okay dude, whatever... idiot.

I dont see where they're identical. We arguing two different points so that seems unlikely.

Subject: Nod Warfactory

Posted by [Deafwasp](#) on Sun, 18 Jan 2004 20:27:00 GMT

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Aircraftkiller

So you'd do all of that work just so one guy can sit there and use it like AllGusto would have? Eh, whatever floats your boat, just don't come back to me if he starts doing weird shit with it...

I don't think you understand. I am GIVING the model to Titan, and he WILL release it to the public after it is featured in his map. Like a launching.

My hopes ARE that EVERYONE can use it, NO MATTER WHAT "weird shit" they wan't to do to it.

I WANT people to use and abuse my little creation, because that IS why I made it, for peoples enjoyment. And Titan is helping.

ACK, please get some sleep and come back with a clear head.

No offense.

Subject: Nod Warfactory

Posted by [Aircraftkiller](#) on Sun, 18 Jan 2004 20:52:04 GMT

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So why not cut out the skill-less middle man and release it directly to the public?

Subject: Nod Warfactory

Posted by [Jaspah](#) on Sun, 18 Jan 2004 21:10:40 GMT

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It's his model. He can choose what he wants to do with it. :rolleyes:

Subject: Nod Warfactory

Posted by [Titan1x77](#) on Sun, 18 Jan 2004 21:38:16 GMT

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Aircraftkiller

Either way, they're not producing anything, and it's high past time that they did.

Ive produced alot and have had no complaints outside of you.....if you can't tell ive learned alot from my 1st map tiberium pit ...to my latest maps...your blind.

Get off my back..you say "I do this as a learning experince" ...well thats fine...now I say "Im doing this for the sheer enjoyment of playing the game with new levels"

I started to get into map making because every fan map was nothing compared to a WW map as far as quality goes....although alot of them were fun,and thats why they were hosted on fan map servers. I wanted to try and make my own.Only person to constanly Bash my work was YOU...and you bash every other 1st time map maker...Keep up the bashing of everyones maps ACK, I'll keep enjoying my maps and other peoples maps.

Subject: Nod Warfactory

Posted by [i0nuk3](#) on Sun, 18 Jan 2004 21:45:12 GMT

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OMG such a long argument over a small thing. ACK whats wrong with deaf creating a model and titan using it in his map.... he never wrote in the first post that he is gonna give the credit to Titan

Subject: Nod Warfactory

Posted by [Deafwasp](#) on Sun, 18 Jan 2004 23:16:34 GMT

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AircraftkillerSo why not cut out the skill-less middle man and release it directly to the public?

Cause I feel like it.

Subject: Nod Warfactory

Posted by [maytridy](#) on Sun, 18 Jan 2004 23:26:24 GMT

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Quote:how much enjoyment I get from creating terrain and other objects, such as structures.

Titan and DeafWasp enjoy modding too, why can't you just let them have fun and enjoy themselves? They aren't hurting you, or specifically bothering you. (Until you came in here and accused him of stealing) You don't HAVE to read their threads, so just comment on the model and leave them be.

Subject: Nod Warfactory

Posted by [Aircraftkiller](#) on Sun, 18 Jan 2004 23:30:46 GMT

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I have the rights to my opinions here and I will state them just as you are stating yours. Don't pull the moral high ground bullshit.

I suggest DeafWasp makes another thread about this since this one is getting locked.
