
Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Sun, 18 Jan 2004 23:42:00 GMT
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I have been working on a replacement for the airstrip. It will be featured in Titans map and then be put up for download for everyone to use and abuse to their hearts content.

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

I am in the process of texturing it now.

Subject: Re: *spam and flame free area* Nod Warfactory
Posted by [xptek_disabled](#) on Mon, 19 Jan 2004 01:23:54 GMT
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Looks nice

Cant wait to see ingame.

Subject: *spam and flame free area* Nod Warfactory
Posted by [boma57](#) on Mon, 19 Jan 2004 01:38:43 GMT
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That window's breakable, right?

There should be ramps to get up on the roof

Subject: *spam and flame free area* Nod Warfactory
Posted by [Havoc 89](#) on Mon, 19 Jan 2004 02:38:43 GMT
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Look great, i make a good skin for it tho.

Subject: *spam and flame free area* Nod Warfactory

Posted by [Blazer](#) on Mon, 19 Jan 2004 03:49:23 GMT

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Nice model, I'm looking forward to seeing it textured.

Subject: *spam and flame free area* Nod Warfactory

Posted by [Deafwasp](#) on Mon, 19 Jan 2004 04:00:15 GMT

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Thanx. Damn, just had to start over.

Subject: *spam and flame free area* Nod Warfactory

Posted by [Deafwasp](#) on Mon, 19 Jan 2004 06:46:31 GMT

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UPDATE: Texturing begun, but I got to get some sleep now so these screens show the latest progress before I went to sleep.

YES! I realize there are a few parts that aren't finished !!1

Subject: *spam and flame free area* Nod Warfactory

Posted by [OrcaPilot26](#) on Mon, 19 Jan 2004 06:53:11 GMT

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I think the windows would be better if you used a single texture instead of a bunch of small cylinders and a plane. It doesn't really "fit" with the other Nod structures. For starters, I say you should get rid of that funky tank on the side, and add something to that wall so it doesn't look plain.

Subject: *spam and flame free area* Nod Warfactory

Posted by [Aircraftkiller](#) on Mon, 19 Jan 2004 07:05:14 GMT

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It doesn't fit with the other Nod structures because it's from Tiberian Sun... Not Tiberian Dawn.

Subject: *spam and flame free area* Nod Warfactory
Posted by [OrcaPilot26](#) on Mon, 19 Jan 2004 07:08:50 GMT
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Well the Renegade buildings are kinda in-between the two.

It looks like he's just reusing a model from his dormant Generals-to-Tiberian Sun mod.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Mon, 19 Jan 2004 07:12:41 GMT
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Tiberian Sun Rising is NOT dormant. We are progressing nicely but we are not giving any updates.

And I must note: I did not attempt to recreate the warfactory from Tiberian Sun. I merely made a warfactory for Renegade using the Tiberian Sun one as a reference.

By the way, doesn't anyone here know how to reserve judgement until they see more. I mean your commenting on parts that aren't even finished. like that window in the back, you don't even know how it will really look like yet.

Subject: *spam and flame free area* Nod Warfactory
Posted by [OrcaPilot26](#) on Mon, 19 Jan 2004 07:17:00 GMT
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Why did you post this if you didn't want us to "judge" the model. What are we supposed to say... "Well I'm not going to comment on this model until it's finished" I think it's a good model, but it doesn't really fit the Renegade style.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Mon, 19 Jan 2004 07:25:11 GMT
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Your right, bash away muh-lad. Bash away

Subject: *spam and flame free area* Nod Warfactory
Posted by [OrcaPilot26](#) on Mon, 19 Jan 2004 07:32:43 GMT
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well...so much for your topic with no flaming

Subject: *spam and flame free area* Nod Warfactory
Posted by [cowmisfit](#) on Mon, 19 Jan 2004 14:29:30 GMT
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Dude you ahve not said one nice thing about it nice model or anything only comments of bad things with it and started pissen peeps off. Get off ur high horse dude.

Subject: *spam and flame free area* Nod Warfactory
Posted by [maytridy](#) on Mon, 19 Jan 2004 15:52:35 GMT
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Nice model and the texturing looks good. But I agree, you may want to redo some parts to fit the Renegade style. How many polys?

Subject: *spam and flame free area* Nod Warfactory
Posted by [Dante](#) on Mon, 19 Jan 2004 16:38:58 GMT
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get rid of the outhouse & the tank on the sides.

put some type of ramps similar to how the HoN has (not touching, but connect in some places).

Build something on the top to make it look like the smoke stacks belong, or shorten them quite a bit, its not a power plant.

depending on the actual models hieght/width... decrease the front opening to be smaller then the hieght of the building, it sticks out too much for this era of buildings, try to make it almost internal so you can kill alot of those wierd poly's in the front of the WF (the cement skirt).

create an exit way for the buildings construction area, make it more TD/Ren by plopping in some sort of [] in front of the door, kill that dead space of an opening with some excitement of some sort.

window on the top looks ok

2 story interior with every other building being 1 will make this building feel out of place, try to keep the building to 1 story.

"Box it up", the overall shape is what is making people feel like it is more TS then TD/Ren, its angled inward from the bottom to the top, where as most (except the HoN) are more steeper angled or flat based.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Mon, 19 Jan 2004 17:18:57 GMT

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Well I will take a little more time and make the interior feel right. But it fits in with the other buildings a little better than you think.

Here is a little proof it DOES kinda fit in. I just got to finish it. The pictures may be a little weird cause I forgot to put all the buildings on the same level, so the warfac is above the other building models.

The building also looks a bit weird cause I didn't texture the roof right. I should only use textures found on the other buildings. Still working

Subject: *spam and flame free area* Nod Warfactory
Posted by [boma57](#) on Mon, 19 Jan 2004 18:40:48 GMT
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The only things that make it appear to not fit in, in my opinion, are the struts on the corners. I think they're a welcome change of pace, though.

At first glance the slanted walls do akin it to the TS one, but just look at the other Nod buildings...Every one of them tapers to the top, to some degree.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Mon, 19 Jan 2004 19:10:01 GMT
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I have retextured it a lot since those screens, It is looking tons more like the other buildings, I am using the Hand of Nod as a reference.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Sk8rRIMuk](#) on Mon, 19 Jan 2004 19:36:09 GMT
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The only things that make it appear to not fit in, in my opinion, are the struts on the corners. I think they're a welcome change of pace, though.

At first glance the slanted walls do akin it to the TS one, but just look at the other Nod buildings...Every one of them tapers to the top, to some degree.

I agree with that but also you can see that no other buildings have concrete platforms, steel pipes

or blocks around the entrances (they all seem carved in to the building).

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Mon, 19 Jan 2004 20:05:58 GMT
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I removed a few things, looks better. I will keep working till this thing is just right. but maybe you havent seen it from the right angle?

Subject: *spam and flame free area* Nod Warfactory
Posted by [xptek_disabled](#) on Mon, 19 Jan 2004 21:09:36 GMT
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VERY nice

Cant wait to play a map with it.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Sk8rRIMuk](#) on Mon, 19 Jan 2004 21:18:05 GMT
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That looks way better. The angle improves it a great deal as well, yet it still needs something though, *waits for new feedback*.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Mon, 19 Jan 2004 22:08:15 GMT
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Of course, still working.

Subject: *spam and flame free area* Nod Warfactory
Posted by [OrcaPilot26](#) on Mon, 19 Jan 2004 22:29:51 GMT
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The uvw mapping on the redd part is at a weird angle, I say you should manually unwrap it.

Subject: *spam and flame free area* Nod Warfactory
Posted by [m1a1_abrams](#) on Mon, 19 Jan 2004 22:32:38 GMT
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The dark red area (the same as the three areas on the front of the Hand) looks out of place where you put it. Also, the darker part of the texture at the base of the building goes through the window at the back, which doesn't look right. Apart from that, the HoN textures work pretty well and it looks more like it belongs in Renegade now.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Havoc 89](#) on Mon, 19 Jan 2004 22:36:21 GMT
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wow, looks great, keep up the great work!

Subject: *spam and flame free area* Nod Warfactory
Posted by [OrcaPilot26](#) on Mon, 19 Jan 2004 22:45:01 GMT
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wait...I got it! it needs lights.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Tue, 20 Jan 2004 00:23:34 GMT
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OrcaPilot26The uvw mapping on the redd part is at a weird angle, I say you should manually unwrap it.

I know its off, I didn't finish those parts yet.

Subject: *spam and flame free area* Nod Warfactory
Posted by [maytridy](#) on Tue, 20 Jan 2004 00:31:31 GMT
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Wow. VERY nice. It fits in alot better than I thought.

One thing you may want to watch out for: all those extrusions leave many places to plant a beacon. It would be hard to find and disarm it.

Subject: *spam and flame free area* Nod Warfactory

Posted by [exnyte](#) on Tue, 20 Jan 2004 08:22:12 GMT

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Oh no! Heaven forbid this challenges a team... If they were any good, they would be able to find and disarm the beacon in time, no matter where it's placed... If they can't, they deserve to lose their war factory.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Titan1x77](#) on Tue, 20 Jan 2004 12:44:12 GMT

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Nice work...The exterior looks fine...Can't wait to see the interior!!

Some fine work being put into this....hope i can supply a map to match the quality of this structure.

1 thing I agree with is ,Dante mentioning the smoke stacks...Shorter and wider would look better.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Tue, 20 Jan 2004 18:47:44 GMT

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Remodeling from scratch, prepare yourselves.

Subject: *spam and flame free area* Nod Warfactory
Posted by [cowmisfit](#) on Tue, 20 Jan 2004 20:28:30 GMT

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That would be awesome if it was a mod for tib sun or generals

Subject: *spam and flame free area* Nod Warfactory
Posted by [OrcaPilot26](#) on Tue, 20 Jan 2004 21:11:27 GMT

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it is... <http://rising.cnc-source.com/>

PS: your modeller's working for Reborn

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Tue, 20 Jan 2004 21:13:35 GMT
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NO IT ISNT ORCA!!! That mod has NOTHING TO DO with this warfactory. The mod for zero hour that I am doing, I am modeling all of the models for a rts game, this is for Renegade, completely different scales, completely different models.

This warfactory I am doing for Renegade and will NEVER appear in ANY RTS game mods.

And NO, my other modeler is NOT the Reborn guy. He has changed his name to Soulhunter to get away from people mistaking him for that guy.

Get your facts straight.

Subject: *spam and flame free area* Nod Warfactory
Posted by [OrcaPilot26](#) on Tue, 20 Jan 2004 21:46:41 GMT
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My point is that it looks very similar to the TS one, and that doesn't even matter now because you're redoing it.

About this modeller. A guy named SpartanII is working for you.... he was previously known as Booth and worked on Call To Arms <http://nova.deadlyfear.com> He said he didn't have anymore time for Generals, and reappeared at your mod. Now there is a guy named SpartanII at Reborn, who makes mid-quality models and textures.

Now doesn't it seem strange that a guy with the same name is working on a mod of the same theme, and appeared only after that weapons factory was finished?

Subject: *spam and flame free area* Nod Warfactory
Posted by [General Havoc](#) on Tue, 20 Jan 2004 22:34:49 GMT
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Fewer polys - then that would look awesome in zero hour.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Tue, 20 Jan 2004 23:25:59 GMT
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OrcaPilot26My point is that it looks very similar to the TS one, and that doesn't even matter now because you're redoing it.

About this modeller. A guy named SpartanII is working for you.... he was previously known as

Booth and worked on Call To Arms <http://nova.deadlyfear.com> He said he didn't have anymore time for Generals, and reappeared at your mod. Now there is a guy named SpartanII at Reborn, who makes mid-quality models and textures.

Now doesn't it seem strange that a guy with the same name is working on a mod of the same theme, and appeared only after that weapons factory was finished?

I don't think he is the same guy.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Tue, 20 Jan 2004 23:53:03 GMT
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Here is the new model, it's a lot better and has only 1 floor, good-non-complicated interior, will get to texture it soon.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Wed, 21 Jan 2004 01:31:13 GMT
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W3D veiwier:

Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Wed, 21 Jan 2004 01:38:59 GMT
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That looks worse. The geometry isn't clean. Vertexes aren't attached to each other. Lighting will not work properly with it.

Textures don't match up.

And why did you take the sides of the Hand of Nod and retexture them as part of the building? That's sort of ghey.

Why can't people just leave the god damned Airstrip alone and stop trying to replace it? Nod has that advantage, they don't get a centralized factory like GDI does, which makes it easier to destroy. Nod already has weak vehicles, they don't need a weak structure.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Wed, 21 Jan 2004 01:47:42 GMT
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I admit the textures need fixin, but I think its alright.

Subject: *spam and flame free area* Nod Warfactory
Posted by [SomeRhino](#) on Wed, 21 Jan 2004 02:11:22 GMT
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Not too bad, keep up the good work! Sometimes when your vertices don't correspond across meshes, it can cause problems with vertex lighting especially when it calculates occlusion, but if you're not experiencing problems, I can't see any harm.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Wed, 21 Jan 2004 02:16:20 GMT
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Nope, I checked Occulation, no issues.

Subject: *spam and flame free area* Nod Warfactory
Posted by [cowmisfit](#) on Wed, 21 Jan 2004 11:35:10 GMT
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Looks Great. Cant wait too play it!!

Subject: *spam and flame free area* Nod Warfactory
Posted by [Titan1x77](#) on Wed, 21 Jan 2004 13:15:24 GMT
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Nice I like the 2nd one better!!

I was planning on using it in a new map...but I might place it in high noon 2 if it's textured in time.

I'll make some PT's for it, but I dont know about cracks and destruction animations...I'll have to ask neosaber how to do that.

Subject: *spam and flame free area* Nod Warfactory

Posted by [Titan1x77](#) on Wed, 21 Jan 2004 13:18:00 GMT

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Aircraftkiller

Why can't people just leave the god damned Airstrip alone and stop trying to replace it? Nod has that advantage, they don't get a centralized factory like GDI does, which makes it easier to destroy. Nod already has weak vehicles, they don't need a weak structure.

This is for a futuristic type map and I'd prefer not to have a cargo dropping off vehicles out in space...thats why i retextured in GDI wep fac for this map.

Subject: *spam and flame free area* Nod Warfactory
Posted by [xpontius](#) on Wed, 21 Jan 2004 17:18:48 GMT

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Quote:Aircraftkiller Posted: Tue Jan 20, 2004 5:38 pm Post subject:

Why can't people just leave the god damned Airstrip alone and stop trying to replace it? Nod has that advantage, they don't get a centralized factory like GDI does, which makes it easier to destroy. Nod already has weak vehicles, they don't need a weak structure.

I'm still deep in experimenting with my TS map, and believe me, an airstrip doesnt cut it. And besides, if you can replace a building, you should be able to alter vehicles as well if you have a problem with armor or weapons.

O and are you guys planning to make flying ramps for either, which ever one is the final model?

Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Wed, 21 Jan 2004 18:02:56 GMT

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It's pretty fucking stupid to make a "futuristic level" or a TS level when you:

- A. Don't have "futuristic buildings."
 - B. Don't have TS units, soldiers, or weapons.
-

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Wed, 21 Jan 2004 18:45:19 GMT

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Then you better not put those tib dawn units in ren alert because there is no tiberium in there!

Subject: *spam and flame free area* Nod Warfactory
Posted by [Genocide](#) on Wed, 21 Jan 2004 19:01:36 GMT
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Aircraftkiller, do i see hypocriticy?

Subject: *spam and flame free area* Nod Warfactory
Posted by [m1a1_abrams](#) on Wed, 21 Jan 2004 20:22:38 GMT
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I'm not fan of futuristic or space maps in Renegade, because unless you're going to modify everything, the buildings and the vehicles will be out of place. However, there are certain situations within a regular Renegade map where the Airstrip isn't appropriate... C&C_Under is a good example. If you were to place the Nod base inside a true cavern, rather than one with the roof taken out, it would look plain stupid to have the C-130 flying through the wall.

Subject: *spam and flame free area* Nod Warfactory
Posted by [OrcaPilot26](#) on Wed, 21 Jan 2004 20:27:47 GMT
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DeafwaspThen you better not put those tib dawn units in ren alert because there is no tiberium in there!

or is there?

Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Wed, 21 Jan 2004 22:46:21 GMT
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Deafwasp, don't be an idiot. You don't even know what we plan to do with those units.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Titan1x77](#) on Thu, 22 Jan 2004 00:55:00 GMT
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AircraftkillerIt's pretty fucking stupid to make a "futuristic level" or a TS level when you:

- A. Don't have "futuristic buildings."
- B. Don't have TS units, soldiers, or weapons.

Im just making a level for people who enjoy the game...not for the almighty critics to come down on the map and judge textures and gemoetry and whatever else....This is a game dude!

I dot even post new releases here anymore...I posted Terrace cause it was a nice fan map for people to try out...and thought you "pro's" may have thought it was some nice work.(geuss I thought wrong)

Maps Don't have to be exactly CnC based or real....The whole CnC universe is Fiction!!...If i want a stealth recon ,its the same as having a stealth tank,they both dont exisit. You should really try to calm yourself down and look at it as a game...yes the game has a storyline and its a real good one...I enjoy CnC as much as the next guy....But just because i want some teleporters and a few things that make the game a bit more enjoyable,doesnt mean it's fucking stupid...Your the Stupid one missing out on having fun playing the game....I know how it is once you get mapping and such...you dont play as much as you did b4 you got into it....maybe it's time you go back to playing a lil bit more maybe people at the pits dont want teleporters in there maps,maybe they just havent been exposed to that type of gameplay...either way,theres people that like maps other then yours.

keep on learning how to map...Hope it gets you real far,because your attitude sure isnt going to get you anywhere.

Your here for a "learning experience"

Im not...Get over it!

Subject: *spam and flame free area* Nod Warfactory
Posted by [Titan1x77](#) on Thu, 22 Jan 2004 00:58:47 GMT
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So much for your attempt to lock the other topic and make this flame free.

Crimson made a horrible decision making you a mod...you can't even control yourself nevermind other people on this message board.

Subject: *spam and flame free area* Nod Warfactory
Posted by [jimbo0079](#) on Thu, 22 Jan 2004 01:38:16 GMT
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It looks great

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Thu, 22 Jan 2004 02:49:54 GMT
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AircraftkillerDeafwasp, don't be an idiot. You don't even know what we plan to do with those units.

We'll I figure you will pull some chronosphere madness. But I was trying to provide a point, though it be slim.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Thu, 22 Jan 2004 13:07:27 GMT
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Titan1x77AircraftkillerIt's pretty fucking stupid to make a "futuristic level" or a TS level when you:

- A. Don't have "futuristic buildings."
- B. Don't have TS units, soldiers, or weapons.

Im just making a level for people who enjoy the game...not for the almighty critics to come down on the map and judge textures and gemoetry and whatever else....This is a game dude!

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keep on learning how to map...Hope it gets you real far,because your attitude sure isnt going to get you anywhere.

Your here for a "learning experience"

Im not...Get over it!

It's fiction, obviously! When did you learn that, and how long did it take you??

When you add shit that doesn't exist in a fictional universe, it degrades the gameplay of the game, unless it's obviously a deathmatch or something which doesn't matter.

It's people like you who have no respect for anything, including keeping a story canon, which

makes EA look at stuff and go "people don't care about storylines, anyway... They'll love the flying penis mobiles!"

I play all the time you idiot! I play enough that your stupid ass accused me of cheating!

You said that because I slaughtered you about five times in a row with my Officer. Yeaah... Maybe YOU need to play the game more, yes?

<http://renegade.the-pitts.net/gamestats/playerStats.cfm?player=JupitersK&sdate=%7Bts%20%272004%2D01%2D01%2000%3A00%3A01%27%7D&edate=%7Bts%20%272004%2D01%2D22%2007%3A04%3A00%27%7D>

There's my stats...

<http://renegade.the-pitts.net/gamestats/playerStats.cfm?wol=1&player=Titan1x77&sdate=%257Bts%2520%25272004%252D01%252D01%252000%253A00%253A01%2527%257D&edate=%257Bts%2520%25272004%252D01%252D22%252007%253A04%253A00%2527%257D>

There's yours...

See the huge difference? Yet, I can work on a new game and levels for Renegade, while holding a job and working on a new house at the same time... And even play more games of Renegade than you do a month. Go figure...

It's also quite obvious that you aren't here to learn, so I have no idea why you even bother to post.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Titan1x77](#) on Thu, 22 Jan 2004 17:45:57 GMT
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maybe I should of been a little more direct...loose'n up,not everyone that plays this game cares about how exact every map has to be to the CnC story line.

and if i was serious about you cheating I would of made a complaint...yea you killed me 3 times in a row, so I threw a joke your way..once again loose'n up

btw,your links prove nothing...

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Thu, 22 Jan 2004 20:37:34 GMT
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You all shall pay for your insolence.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Jaspah](#) on Thu, 22 Jan 2004 20:48:19 GMT
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Jesus Chirst, ACK why do you care? It's not your map hes redoing; it's his. He should be able to choose what he wants to do with it. You down't own every model that people produce.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Thu, 22 Jan 2004 22:13:45 GMT
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I have the rights to post what I want here. If you think that posting something automatically means it has to be constructive towards the author then you are sadly mistaken.

A joke? It's not a joke when you accuse someone of cheating in private without any indication of whether or not it was a joke. I don't find it funny. You got owned, you lost, and you bitched about it.

According to the stats I posted, you suck ass compared to me in Renegade... You brought up the subject, I defended myself, you're now trying to evade it.

Doesn't work that way.

Subject: *spam and flame free area* Nod Warfactory
Posted by [General Havoc](#) on Thu, 22 Jan 2004 22:31:02 GMT
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The second model looks more basic, which will be better in multiplayer. Doing away with the complex interior was a wise decision, you might have been pushed to fill all of that space with interesting stuff. Keep up the work, looks good at the moment and should be good in a map.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Thu, 22 Jan 2004 22:32:35 GMT
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AircraftkillerI have the rights to post what I want here. If you think that posting something automatically means it has to be constructive towards the author then you are sadly mistaken.

Then when you don't wan't to play in your flame war you just lock the topic.

Aircraftkiller A joke? It's not a joke when you accuse someone of cheating in private without any indication of whether or not it was a joke. I don't find it funny. You got owned, you lost, and you bitched about it.

But accusing Titan of being a thief just because I decided to make him something and let him do whatever he wants to with it is perfectly fine.

Not to mention you make uninformed accusations and put people down who don't do things as well as you, or as well as you THINK you do. Or because they want to make something and share it with others.

You my friend, are an ass.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Thu, 22 Jan 2004 22:52:52 GMT
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Of course it is, because he IS a thief and that is not able to be denied. Not for this, since I had the wrong impression from it, but certainly for his other "works" that he's "created."

Quote:Then when you don't want to play in your flame war you just lock the topic.

The comments I have posted in most topics have been directed towards one person, unless provoked by the goof troop they bring in when they cannot defend themselves. I'm not aware of you actively enticing Titan or any of his assrammer buddies to post here, but when he does and it involves me, expect a response from myself.

The second one looks more basic, but it still isn't constructed properly. You should have matched vertex points in the creation of the structure, unless it's an overlay of something like a pile of dirt or a fuel drum, nothing that's an active part of the structure itself.

DeafWasp - If you want to play the "lets toss out accusations" game, I'm more than willing to do it with you. For every little piece of dirt you can bring up on me, I can post something just as bad, if not worse. If you want to do it, go for it. I have nothing to lose from some Internet people telling me "omg i deslike yuo."

Subject: *spam and flame free area* Nod Warfactory
Posted by [IRON FART](#) on Thu, 22 Jan 2004 23:37:52 GMT
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My opinion on this:

If the building is made well and looks like it fits in (which it does do) and it is textured right, then it is fine.

Say if there is a map with stormy weather, it isn't always correct to have a cargo plane do a flyby.

On a map like Field or Island, it would be stupid, but maybe Conquest winter, something like that it would fit in.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Genocide](#) on Fri, 23 Jan 2004 00:36:34 GMT

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Guys, guys....

This post is about some guy's war factory, not about politics..We all seem to possess the liking of fate that is beyond me, people are complaining about how the community is getting worse and growing weaker, this is because we care what other people think and because of this people leave.

We all need to let opinions that ourselves don't find appealing just fly right across our head and get on, two wrongs do not make a right.

Please, for the sake of the Community please can we all get along, this arguing is not doing us any good.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Fri, 23 Jan 2004 00:39:49 GMT

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IRON-FARTMy opinion on this:

If the building is made well and looks like it fits in (which it does do) and it is textured right, then it is fine.

Say if there is a map with stormy weather, it isn't always correct to have a cargo plane do a flyby.

On a map like Field or Island, it would be stupid, but maybe Conquest winter, something like that it would fit in.

A C-130 can fly through stormy weather. Most aircraft are capable of this.

The Airstrip is there for a purpose. It was made from the original in C&C. This is why it should not be changed.

Subject: *spam and flame free area* Nod Warfactory
Posted by [OrcaPilot26](#) on Fri, 23 Jan 2004 00:40:31 GMT

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the topic of getting the community to stop arguing is political within itself.

Well it sounds like it means something

Subject: *spam and flame free area* Nod Warfactory

Posted by [Jaspah](#) on Fri, 23 Jan 2004 01:27:13 GMT

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AircraftkillerIRON-FARTMy opinion on this:

If the building is made well and looks like it fits in (which it does do) and it is textured right, then it is fine.

Say if there is a map with stormy weather, it isn't always correct to have a cargo plane do a flyby.

On a map like Field or Island, it would be stupid, but maybe Conquest winter, something like that it would fit in.

A C-130 can fly through stormy weather. Most aircraft are capable of this.

The Airstrip is there for a purpose. It was made from the original in C&C. This is why it should not be changed.

What if you have a map where a Nod base is surrounded by GDI Anti-Air? You ain't going to see a Airstrip there.

Subject: *spam and flame free area* Nod Warfactory

Posted by [maytridy](#) on Fri, 23 Jan 2004 01:57:30 GMT

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Quote:Nod has that advantage, they don't get a centralized factory like GDI does, which makes it easier to destroy. Nod already has weak vehicles, they don't need a weak structure.

I don't really see what you mean. Wouldn't having a centralized building be easier to defend and make it harder for campers? Just wondering what you mean by that, I always thought that a centralized factory would be better. Can you explain what you mean?

Subject: *spam and flame free area* Nod Warfactory

Posted by [Aircraftkiller](#) on Fri, 23 Jan 2004 02:07:56 GMT

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GDI gets a big structure that's easy to hit and destroy, with lots of areas to place beacons.

Nod gets a massive, low profile, runway and control tower. Nod gets the better bargain because anything planted there, or any attacks made, must be in the open.

Without that, Nod's vehicles AND vehicle factory will BOTH SUCK.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Fri, 23 Jan 2004 02:50:47 GMT
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Yeah, because The airstrip is tiny and there is almost no where to plant beacons on it.

:rolleyes:

The air strip features no saftey from attack, if there is a beacon on the airstrip itself, and there is a apc gaurding it, good luck.

And have you ever tried to defend the airstrip when there is a mrls firing on it and a mammoth tank shooting into it?

Subject: *spam and flame free area* Nod Warfactory
Posted by [Jaspah](#) on Fri, 23 Jan 2004 02:54:15 GMT
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Your map doesn't have to include so why do you bother? They will deal with this problem on their own.

Subject: *spam and flame free area* Nod Warfactory
Posted by [xptek_disabled](#) on Fri, 23 Jan 2004 03:01:43 GMT
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ACK's motto: If I dont like it nobody should like it.

(Credit goes to Deafwasp)

Subject: *spam and flame free area* Nod Warfactory
Posted by [IRON FART](#) on Fri, 23 Jan 2004 03:14:43 GMT
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I mean like absolute hell weather. Not just stormy. Or hell weather and a remote location to deliver to. And I know that most aircrafts are built with extreme conditions in mind or as a judging criteria. Or it has a use other than just bad weather. in C&C_Under it flys right through the cave wall.

Whether it is right to change it or not is a matter of opinion from person to person, but if it is wrong or right, it doesn't really matter much. I mean WW made a GDI Airstrip.

I don't have any complaints about the WF itself, but I think that giving both teams a WF makes it a little less diverse and a little more dull.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Fri, 23 Jan 2004 03:43:59 GMT
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possibly, but are you saying there is no factory that makes nods units? that they just come out of space on a plane?

Ok, I know what your talking about, you just mean the gameplay.

Yeah probably, but I didn't make it for it to ALWAYS replace the airstrip... Just to use if people make a map where a airstrip doesn't make sense.... Like in a crowded city.. or something to that extent.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Fri, 23 Jan 2004 03:44:58 GMT
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DeafwaspYeah, because The airstrip is tiny and there is almost no where to plant beacons on it.

:rolleyes:

The air strip features no safety from attack, if there is a beacon on the airstrip itself, and there is a APC guarding it, good luck.

And have you ever tried to defend the airstrip when there is a MRLs firing on it and a mammoth tank shooting into it?

It's good to know that some people just can't read. What're you doing in school, anyway? I shudder to think of what my tax dollars pay for when it comes to your education.

Quote:Nod gets a massive, low profile, runway and control tower. Nod gets the better bargain because anything planted there, or any attacks made, must be in the open.

See that last, all-important, part? "In the open?"

It means you cannot be concealed when planting a beacon to destroy the Airstrip. You will always be exposed to fire from at least 15 directions on a 360 degree view.

The Weapons Factory allows no such handicap. You just walk up to it, hide alongside the building,

plant... Or even better, plant it by the window while inside, go out into the bay, then fire through the glass when they try to disarm it... Because they can't fire back at you from there.

Have you ever tried defending a Weapons Factory from attackers? It's even worse, that window allows fire to enter, but not exit, the structure... So you can't hide within its view. You can't hide by the front entrance door, because that gets opened and you die... If you hide by the back door, you're still able to be shot. Unless it has two floors, it's easily destroyed.

Quote:Your map doesn't have to include so why do you bother? They will deal with this problem on their own.

There's your Clue for the day... Read what you wrote and apply it to yourself. I'll consider you to be below-average intelligence if you can't figure out what I just said...

Quote:ACK's motto: If I dont like it nobody should like it.

Whereas your motto would be "If I don't like it, I'll bitch and whine endlessly."

Vague generalizations are fun! Now we can complete the descent into intellectual hell and start saying "NO YOUR GAHEY!!1!"

Subject: *spam and flame free area* Nod Warfactory
Posted by [Cpo64](#) on Fri, 23 Jan 2004 03:59:46 GMT
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It looks good,

Subject: *spam and flame free area* Nod Warfactory
Posted by [xptek_disabled](#) on Fri, 23 Jan 2004 04:21:14 GMT
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AircraftkillerVague generalizations are fun! Now we can complete the descent into intellectual hell and start saying "NO YOUR GAHEY!!1!"

Sounds good to me! :eh:

YOUR GAHEY AKC!!11!1one!!1

Subject: *spam and flame free area* Nod Warfactory
Posted by [TheMouse](#) on Fri, 23 Jan 2004 15:05:10 GMT
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FFS Can someone make a model without being flamed? Is it possible to just say "Thats a friggin cool model"?

Honestly, grow up.

Oh, by the way, Thats a friggin cool model.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Fri, 23 Jan 2004 15:08:40 GMT
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Ah yes, kissing of ass, the best way to get people to stop becoming willing to improve themselves. Kudos to you and your liberal viewpoints!

Subject: *spam and flame free area* Nod Warfactory
Posted by [xpontius](#) on Fri, 23 Jan 2004 17:16:54 GMT
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Screw the "beacon out in the open" advantage. Isnt kinda obvious that if a team managed to outsmart Nod and plant one out in the open in the first place, there would be some sort of GDI cover, or just a lack of attention on Nod's part? If they disarm, it would be just like a nuke by the wf...so what.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Fri, 23 Jan 2004 17:44:46 GMT
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An APC sitting on the Airstrip in no way compares to a well hidden beacon on a Weapons Factory.

If an APC is covering that well hidden beacon for Nod, that cancels out what you just said.

You people need to play more and have an understanding of how this game works.

Subject: *spam and flame free area* Nod Warfactory
Posted by [xpontius](#) on Fri, 23 Jan 2004 17:53:56 GMT
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I know what you mean. Though almost all times Ive been in a nondefense game, a beacon on the tip of the airstrip, whether it be canyon, islands, complex, or alot of fan nond maps, a nod engineer is usually at there most vulnerable when trying to get it.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Fri, 23 Jan 2004 18:10:28 GMT
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And so are the GDI forces, too.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Jaspah](#) on Fri, 23 Jan 2004 20:32:10 GMT
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With the War Factory you have cover from the building to destroy a APC. I've taken out a APC with a gunner using cover from the War Factory.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Fri, 23 Jan 2004 23:08:30 GMT
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1. It's a Weapons Factory.
 2. What "cover" are you talking about?
-

Subject: *spam and flame free area* Nod Warfactory
Posted by [Deafwasp](#) on Sat, 24 Jan 2004 00:55:30 GMT
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I am assuming they game isnt filled with "Expert players" like yourself ACK. There are a lot of people that play the game for fun and are not exactly pros at it.

I am so done with these fucking forums.

Subject: *spam and flame free area* Nod Warfactory
Posted by [Aircraftkiller](#) on Sat, 24 Jan 2004 04:05:21 GMT
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That's nice. Don't come back now, you hear?
