
Subject: FanMaps

Posted by [zunnie](#) on Mon, 02 Feb 2004 19:30:05 GMT

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Rate these maps scale 1-10 where 1 is worst and 10 is best:

C&C_Alpine
C&C_Bio
C&C_BunkersTS
C&C_FieldTS
C&C_Forgotten_Town
C&C_High_Noon_2
C&C_Mars
C&C_Ravine
C&C_SeasideCanyon
C&C_SeasideSunset
C&C_Siege
C&C_Snow
C&C_Tobruk
C&C_Volcano_Flying

This are the maps i host on my servers and quite a few other servers on Europe are hosting them now good thing. Just wondering what you guys think of them. Make your post like this please:

Mapname1 = 6 <comment>

Mapname2 = 8 <comment>

Mapname3 = 7 <comment>

etcetc thanks:)

[zunnie]

Subject: FanMaps

Posted by [Aircraftkiller](#) on Mon, 02 Feb 2004 19:56:44 GMT

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Alpine - 4 | Blinding, hard to see, forced gameplay with the base defenses, lame tunnel network that doesn't give any advantage to Nod, just GDI.

Bio - 5 | Looks like it was made in a hurry, same forced gameplay with base defenses, tunnel network isn't detailed and doesn't do anything.

BunkersTS - Won't rate my own work...

FieldTS - Won't rate my own work...

Forgotten Town - 4 | Badly constructed, not much in the way of fun.

Mars - Won't rate my own work...

Ravine - 2 | Simply a Walls clone without the plateau or large walls. Not fun. Not imaginative. Just boring.

SeasideCanyon - 7 | Base defenses make it forced gameplay.

SeasideSunset - 9 | Light base defenses make it fun, so you can actually attack.

Siege - 6 | Looks good, but the gameplay is lacking due to bad structure placement.

Snow - Won't rate my own work...

Tobruk - 3 | Not fun. Not at all. Bases are laid out weird, with the "dirt ramps" and the large space between each base...

Volcano Flying - 7 | Not a bad remake of the original Volcano, but lacks detail in areas, like being able to fly through the mountain pass at top.

Subject: FanMaps

Posted by [OrcaPilot26](#) on Mon, 02 Feb 2004 21:12:40 GMT

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so seaside_sunset is the only good map?

Subject: FanMaps

Posted by [gam3rj](#) on Tue, 03 Feb 2004 22:45:40 GMT

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Well, kind of funny seeing this topic as I just played a lot of these maps today.

Now that I've picked Renegade up 1 year and a half later, I find that it has some awesome mods and maps.

Now, here's what I've got to say. I've only downloaded the abandoned Westwood maps that ACK redid (I forgot almost all the names). I think that was awesome that he did that but I feel that a few of the maps could be improved.

The city one with Tiberium sewer- I seriously love this map, but the GDI harvestor gets hurt by NOD's base defences. I also believe there are too many base defences and on a normal server, there isn't good enough teamwork to get anything done.

The one with the Com Center- Awesome concept but I think it's stupid that GDI and NOD share the same building.

I'm not even sure if the rest of the maps are even related to this topic, but I have a question for ACK. Can you list all of the abandoned WW maps that were never finished? I know of a few, but I want to play them all. Thanks.

Subject: FanMaps

Posted by [Aircraftkiller](#) on Tue, 03 Feb 2004 23:13:10 GMT

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Communications Center was a shared building in Command & Conquer, which is what Renegade is based off of.

It's also Nod, not NOD.

Metro \ MetroTS

Snow

Sand

Bunkers \ BunkersTS

Gobi

Glacier Flying \ GlacierTS \ Glacier

Land

Mines \ MinesTS

If there's any others, I can't remember them offhand.

Subject: FanMaps

Posted by [IRON FART](#) on Tue, 03 Feb 2004 23:20:13 GMT

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When did those maps become 'abandoned'?

And out of all those maps listed in the first post, the only map that I really got a chance to try out was Alpine.

I have to wear sunglasses when I want to play that map. And the tunnel system let you waltz right into the refinery of GDI, or the HoN.

Subject: FanMaps

Posted by [Aircraftkiller](#) on Tue, 03 Feb 2004 23:49:29 GMT

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When WS decided they couldn't finish them in time for the release of Renegade, so they were put away on a drive and weren't used until I was given them to work with; with the blessing of Louis Castle, co-founder of Westwood Studios.

Subject: FanMaps

Posted by [Alkaline](#) on Wed, 04 Feb 2004 04:29:39 GMT

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Alpine 4, LAME low fps in tunnels... glitches galore! gdi can run on top of the mountain and snipe nod all day oby can't hit them

Ravine 3, seriously... is that even a map ?

BunkersTS 8, good, but reacons are useless, nod is screwed in the begining because gdi can rush nod base while gaurd towers crush nod trying to rush nod..

Snow 3, same exact thing as ravine, pointless and took maybe 30 mins to make..

Mars 4, lame open field not impressed...

FieldTs 9, actually pretty good, much better than any remake I have seen so far, kudos for the tunnel idea.

Siege 10, exellent map highest rated mod map to date (renmaps).

well I won't go on but you should consider some of these maps:

High_noon_2

MetroTs

GlacierTS

Oasis_flying

Diversion

Here is the rotation i'm using on my server:

<http://www.unrules.com> try some of those see how you like them. Maybe we can make a new map server affliate or something.

Subject: FanMaps

Posted by [gam3rj](#) on Wed, 04 Feb 2004 04:44:48 GMT

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AircraftkillerCommunications Center was a shared building in Command & Conquer, which is what Renegade is based off of.

It's also Nod, not NOD.

Metro \ MetroTS

Snow

Sand

Bunkers \ BunkersTS

Gobi
Glacier Flying \ GlacierTS \ Glacier
Land
Mines \ MinesTS

If there's any others, I can't remember them offhand.

Oh yeah, I forgot that. It's been so long since I've played Tiberian Dawn (I don't have the gold edition and can't find it anywhere).

That's a lot of revised maps, kind of strange that they never got finished. Actually, kind of sad. Great work nonetheless.

Last thing, sorry about NOD, I know it's Nod (as it's based of a biblical town), but I often write it in all caps dunno why.

Subject: FanMaps
Posted by [Aircraftkiller](#) on Wed, 04 Feb 2004 06:23:37 GMT
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Quote:Snow 3, same exact thing as ravine, pointless and took maybe 30 mins to make..

Took a few months to make, actually. It's not as simple as you'd think.

About Mars, it's not just a "lame open field" if you'd pay attention to the surroundings...

Subject: FanMaps
Posted by [DrLife202](#) on Wed, 04 Feb 2004 07:53:18 GMT
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Oi Alkaline, CNC Snow & CNC Mars are great maps, I would like to see you do better then Aircraftkiller does making them. I say CNC Mars is the best map out of the 2 though

Subject: FanMaps
Posted by [Deactivated](#) on Wed, 04 Feb 2004 12:47:59 GMT
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gam3rjLast thing, sorry about NOD, I know it's Nod (as it's based of a biblical town), but I often write it in all caps dunno why.

Maybe because of GDI.

Subject: FanMaps

Posted by [sniper12345](#) on Wed, 04 Feb 2004 14:19:40 GMT

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C&C_Alpine = 3 - Too bright, hurts eyes.

C&C_Bio = 6 - The tiberium monster was fun!

C&C_BunkersTS = 6 - Ok, just a bit too small and too many vehicle bockers for my taste.

C&C_FieldTS = 9 - A good remake.

C&C_Forgotten_Town = havent played yet.

C&C_Mars = 4 - gravity is fun, but overall it's still quite boring because of all that open space.

C&C_Ravine = not yet.

C&C_SeasideCanyon = 8 - Good map, lots of creative stuff like building destruction animations and landmines. Love the SKINS too!

C&C_SeasideSunset = 9 - Even better, without base defenses, mroe fast paced.

C&C_Siege = 8 - Good.

C&C_Snow = 2 - Boring and too small. The structure complex in the middle has no point.

C&C_Tobruk = 5 - Interesting. But I don't dig it because of the amount of paths.

C&C_Volcano_Flying = 7 - Although not very original, it is still a well done map.

Subject: FanMaps

Posted by [zunnie](#) on Wed, 04 Feb 2004 14:30:41 GMT

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I did Oasis_Flying before. It looks like a real nice map and all, but the water area in the center, it would have been a lot better map if that wasnt crossable for tanks > you would have to take the sides to tresspass. Since this is not the case, Stealth tanks can easily hide from gdi thus making it a Nod map.

I did High_Noon_1 be4 was nice map am downloading the others now to test them a bit, ill update my first post with screenies if i decide to add them to rotation.

[/edit]

[zunnie]

Subject: FanMaps
Posted by [Titan1x77](#) on Thu, 05 Feb 2004 00:34:31 GMT
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www.renstation.net/titan

^^Some maps there that are better then quite a few you listed

Subject: FanMaps
Posted by [Aircraftkiller](#) on Thu, 05 Feb 2004 00:50:43 GMT
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I'm sure he appreciates how humble you are.

I'd much rather play on a level based around a large clump of dog shit, than play some garbage you came up with.

Subject: FanMaps
Posted by [Titan1x77](#) on Thu, 05 Feb 2004 01:24:11 GMT
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Aircraftkiller! I'm sure he appreciates how humble you are.

I'd much rather play on a level based around a large clump of dog shit, than play some garbage you came up with.

Go and start your dog shit map then...You Can't stand the fact that someone else has consistently progressed as a mapper in this community.....Why even comment on anything I post...It's just shows your ignorance everytime.

and let others decide on there own if they are better....I can influence people anyway I choose to give my maps a look.

Subject: FanMaps
Posted by [OrcaPilot26](#) on Thu, 05 Feb 2004 01:32:22 GMT
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actually your maps have a bunch of big flaws. The buildings are just plopped down on the terrain without cutting away the ground below them, the roads (at least in that TS style map) don't have corners, and you didn't even use my tiberium right, some of the crystals are meters off the ground, or at least some of the missing faces are showing.

Yet unless ACK can come up with a good explanation why his maps are so much better than

yours, your statement may have truth to it.

Subject: FanMaps

Posted by [Alkaline](#) on Thu, 05 Feb 2004 01:42:07 GMT

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Aircraftkiller! I'm sure he appreciates how humble you are.

I'd much rather play on a level based around a large clump of dog shit, than play some garbage you came up with.

LOL, that was entirely not necessary...

b.t.w titan's maps are more original than yours. Your best maps are based off the ones westwood did not finish. The ones you came up on your own are pretty lame :rolleyes: Titan's crush them.

Subject: FanMaps

Posted by [OrcaPilot26](#) on Thu, 05 Feb 2004 02:10:22 GMT

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In a way that's true, if he hadn't gotten those old WS maps, his best one would probably be C&C_Tropics quality (not that it's bad) Although I think it was a huge contribution he made to the community by finishing those maps. Not to mention single handedly re-creating every Red Alert building and making at least 5 maps for the mod

Subject: FanMaps

Posted by [Aircraftkiller](#) on Thu, 05 Feb 2004 02:35:58 GMT

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You can call them lame, it really doesn't matter to me, because they're the most played, most downloaded, and highest rated in the entire C&C community.

Renegade Alert has had over 100,000 downloads... Same with the 0.992 patch.

Six levels are in that.

All of my levels, combined, across around 30 C&C websites, have had over 500,000 downloads, they're played daily on WOL, and usually have large games in them.

I don't have to depend on anyone to host them, nor ask, they just do... Whereas you spend your time begging to have them put up - probably because they suck and the server owners realize this. Most of them do, anyway.

Everything I've made for the year of 2003 has been of higher quality than anything you've made, Titan. You don't weld your terrain properly. It has little in the way of cover or scenery to look at. If you actually did put in trees, they're big green piles that look like huge gum drops...

You don't connect your structures as part of the terrain. You don't do proper lighting - it's as if you have no idea of what vertex lighting can do, and you simply just choose to ignore all of its functions. Everything you've made has no detail. None whatsoever. It's either another "Lightwave" with a bunch of corridors or another "Terrace" with a bunch of mountains and no cover, nor decent lighting\gameplay\looks.

Anyone can use mesh smooth to generate terrain in five minutes. It takes someone who knows what the fuck they're doing to actually make it worth playing.

But it's okay, maybe I should be kissing your ass instead... After all, that's the only reason why you're even here. When people start realizing what a no-talent lamer you are, you start whining and threaten to leave, so your little n00b army comes over and says "omg titan we wub joo dont leave we need ur sexxula relatoin" so you don't leave... How many times have you threatened to leave, now? Like eight?

"wah, the intarnet peaple no leik me, my onlaien life is ovar"

ROFL

Subject: FanMaps

Posted by [gam3rj](#) on Thu, 05 Feb 2004 02:56:03 GMT

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Hey guys, can't we get along? I think ACK did a wonderful job on some of the maps (i just wish some servers hosted them). I also liked some of Titans maps. Personally, I think both of you have great talent in map making. I've tried to make a map like Tiberian Sun's Green Moon, but I just couldn't do it (sigh). There are a lot more people of there that appreciate your work than the people who don't. Anybody who contributes to Renegade is awesome in my eyes, if it wasn't for all the mod/map/etc makers, this game would be dead and if Westwood's last game dead, that would be a tragedy.

By the way, kudos to Renegade Alert, I really like it. I'm also forward to Reborn (after balancing is fixed a bit more) and Sole Survivor.

-gam3rj

Subject: FanMaps

Posted by [IRON FART](#) on Thu, 05 Feb 2004 03:47:48 GMT

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Quote:

Hey guys, can't we get along?

Doesn't look like it.

To tell you the truth, I hardly ever download any maps to play online...
Cos the best maps were always the Westwood maps.

So you two can always bicker over who is the better mapper, but in reality it doesn't matter to anyone but yourselves.

At least you both contributed... Playing down someone else's map because "it isn't attached to the terrain" or it doesn't use correct lighting is wrong.

Subject: FanMaps

Posted by [Aircraftkiller](#) on Thu, 05 Feb 2004 03:50:51 GMT

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...In your opinion, and it doesn't matter to anyone else but you.

Quoth the Iron Fart.

Subject: FanMaps

Posted by [IRON FART](#) on Thu, 05 Feb 2004 04:01:02 GMT

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More people will agree with me before they care who is a better mapper.

Or to put it differently, Maybe you should put on your resume:
"2003- Best mapper in the C&C:Renegade Community"

Or start a forest-gump conversation with people at the bus stop:
"In '03 I gave myself the medal of best maper for my creativity and skills"

Now tell me the people care...
(this goes to both of you)

Subject: FanMaps

Posted by [Aircraftkiller](#) on Thu, 05 Feb 2004 04:25:29 GMT

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You missed my point... So I'll elaborate on it. You post about how this doesn't matter, yet you comment about it, which means it must matter somehow to you.

I post something mocking that.

You post something completely irrelevant to that point. Where, praytell, have I ever claimed to be the best level designer for any game? Not once. All I've said is that some people, like Titan, suck ass at it.

Now, lets get back to the real point, because no one but you cared about it to begin with.
:rolleyes:

Subject: FanMaps
Posted by [IRON FART](#) on Thu, 05 Feb 2004 04:41:15 GMT
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I care just as much as my grandmother does.

Yes, I commented about this topic. I commented that nobody cares who's maps are better. And I commented that I certainly do not care because I don't play either of your maps. (Please explain why I would care who the better mapper is.)

Subject: FanMaps
Posted by [Aircraftkiller](#) on Thu, 05 Feb 2004 04:56:31 GMT
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Then, logically, one must wonder why you bothered to post anything here at all.

Are you done making a fool of yourself? If not, please continue, it's quite amusing to read.

Subject: FanMaps
Posted by [Alkaline](#) on Thu, 05 Feb 2004 05:59:01 GMT
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ack your maps are not the most played. Infact because of your arrogance renwarz refuses to host any of your maps (for some reason they have tropics and snow in the rotation... dunno why...). That alone should tell you something :rolleyes:

Seriously, why do you want to act like this sometimes? Titan's maps are all original, he didn't have any help westwood like you and his maps don't have bugs like yours!

e.g. glacier flying, mines sink into the floor! and wtf is that floating electricity thing in the middle of the map? Half the time its covered with mines, I don't know how that map got into the westwood patch. Also, on glaceirTS, where the hell is the Hand of nod's roof?

Anyway I'm hosting 4 of titan's maps and 4 of yours, people like them all and play so you shouldn't fight each other but help each other out and make even cooler maps.

Subject: FanMaps

Posted by [IRON FART](#) on Thu, 05 Feb 2004 06:16:10 GMT

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I'll break it down so that 'one' can understand it a little better.

I do not care who is the better map maper.
Comprehend that before you read on.

Nobody cares who is the better map maker.

That can be applied to ACK and Titan and anyone else who is stupid enough to bicker like you two.

Subject: FanMaps

Posted by [Aircraftkiller](#) on Thu, 05 Feb 2004 06:54:51 GMT

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Okay, so because you don't care, and because you think everyone doesn't care, that means you're going to post about it and speak for everyone else.

You're fucking bickering with me about stuff that's just as inane as what you're complaining about, idiot!

Quote:ack your maps are not the most played. Infact because of your arrogance renwarz refuses to host any of your maps (for some reason they have tropics and snow in the rotation... dunno why...). That alone should tell you something

Oh no, "renwarz," RENWARZ!!! I'm so upset that one server says they won't host my work, but does it anyway! Thanks for proving MY point... :rolleyes:

Quote:Seriously, why do you want to act like this sometimes? Titan's maps are all original, he didn't have any help westwood like you and his maps don't have bugs like yours!

Yeah, they're all original. Original shit. Yeah, his levels don't have bugs like mine, because mine have little in the way of bugs compared to the shit he makes. At least you're observant!

Quote:e.g. glacier flying, mines sink into the floor! and wtf is that floating electricity thing in the middle of the map? Half the time its covered with mines, I don't know how that map got into the westwood patch. Also, on glaceirTS, where the hell is the Hand of nod's roof?

Do you realize how many times we've gone over this? Any type of C4 (Remote C4, Timed C4, Proximity C4) will disappear when it touches the terrain mesh because of the way the Repair Facility script was created by Westwood Studios. It was never finished completely, and I had no idea of knowing that when I created Glacier Flying.

Oh wow, the Hand roof is missing in GlacierTS, that's such an amazingly horrid vis problem that

all levels have if the visibility solution changes a little! If you're going to whine about problems, obviously that was like the biggest one you could find... "Yeah, in Titan's levels, you can fly off the map, hit people through objects, warp into walls, spawn in the floor, have everything disappear because of crappy vis generation, and have missing Tiberium Silos! But in Aircraftkiller's work, the Hand roof is missing! OMG HIS WORK SUCKS"

Amusing, honestly.

Quote:Anyway I'm hosting 4 of titan's maps and 4 of yours, people like them all and play so you shouldn't fight each other but help each other out and make even cooler maps.

No. I only help those worthy of help. Titan is nothing but a poser who demands attention and refuses to live without it.

Subject: FanMaps
Posted by [Deactivated](#) on Thu, 05 Feb 2004 06:59:29 GMT
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Hmm.... 32 Below Degrees...

Subject: FanMaps
Posted by [IRON FART](#) on Thu, 05 Feb 2004 07:18:42 GMT
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Quote:
Okay, so because you don't care, and because you think everyone doesn't care, that means you're going to post about it and speak for everyone else.

Yes.

You sound like you have a bug up your but, ACK. Like I am directly flaming you with every comment.

You both have problems.

Subject: FanMaps
Posted by [Aircraftkiller](#) on Thu, 05 Feb 2004 07:40:15 GMT
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I'd say that you have more of a problem if you can't figure out what you're writing...

Seaman: That was my first level over a two years ago. What's that comment supposed to mean?

Subject: FanMaps

Posted by [Crimson](#) on Thu, 05 Feb 2004 07:51:47 GMT

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AlkalineTitan's maps are all original, he didn't have any help westwood like you and his maps don't have bugs like yours!

Take a deep breath and repeat after me...

Westwood gave ACK unfinished maps AFTER seeing his skill in maps he completed.

Westwood gave ACK unfinished maps AFTER seeing his skill in maps he completed.

Westwood gave ACK unfinished maps AFTER seeing his skill in maps he completed.

Westwood gave ACK unfinished maps AFTER seeing his skill in maps he completed.

Westwood gave ACK unfinished maps AFTER seeing his skill in maps he completed.

There we go... now do you have your head sufficiently removed from your rectum?

Subject: FanMaps

Posted by [Titan1x77](#) on Thu, 05 Feb 2004 08:26:39 GMT

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Aircraftkiller

No. I only help those worthy of help. Titan is nothing but a poser who demands attention and refuses to live without it.

Your the one that seems to want the attention...I just told him about my maps...big deal

Besides none of my maps have any problems that you mentioned...if they were that bad it would of been fixed.

This game has room for 1,000 mappers,but you think otherwise...Get over it dude.

Subject: FanMaps

Posted by [Aircraftkiller](#) on Thu, 05 Feb 2004 08:33:56 GMT

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There's a huge difference between saying "I'd like it if you'd check out what I've made, " and a self-serving post of bullshit like "www.renstation.net/titan

^^Some maps there that are better then quite a few you listed"

Not only is that page plastered with "OMG TITAN! AND A PICTURE OF A TITAN FROM

TIBERIAN SUN (Which remarkably sucks, too... Kinda like you chief)," it's also insulting to everyone else. You don't even fucking do what he asks, you just write "hey asshole, go put up my work because it Ownz, fuck the rest of you" in essence.

If they were fixed, you'd of fixed that Countryshit and Terrace junk a while ago.

I can think whatever I want, so why don't you take your own advice and get the fuck over it instead? I've been here long before your n00b-attention-whore ass has and I will be here long after you're gone, so add that to the list of things you can get over, and shove it up your ass while you're at it.

Subject: FanMaps

Posted by [Titan1x77](#) on Thu, 05 Feb 2004 09:18:14 GMT

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Since when are you politically correct?

Ive seen you enter threads a billion times and not do what "they ask"

If zunnie gets the sense that "omg he's a jerk" then let him deal with it.

Seems like your the Attention whore that has 12 replys in a single thread...

Subject: FanMaps

Posted by [sniper12345](#) on Thu, 05 Feb 2004 09:48:36 GMT

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AircraftkillerYou can call them lame, it really doesn't matter to me, because they're the most played, most downloaded, and highest rated in the entire C&C community.

Renegade Alert has had over 100,000 downloads... Same with the 0.992 patch.

Six levels are in that.

All of my levels, combined, across around 30 C&C websites, have had over 500,000 downloads, they're played daily on WOL, and usually have large games in them.

Have you seen the amount of people complain when it's dm_isles? You make bad maps too, so don't be all arrogant and shit.

Subject: FanMaps

Posted by [Aircraftkiller](#) on Thu, 05 Feb 2004 14:32:38 GMT

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Thanks for pointing that out, Captain Obvious!

But remember something, more people play it than complain, so that negates what you're saying. And it's DMIsles, not "dm_isles."

Quote:Since when are you politically correct?

Ive seen you enter threads a billion times and not do what "they ask"

If zunnie gets the sense that "omg he's a jerk" then let him deal with it.

Seems like your the Attention whore that has 12 replys in a single thread...

You idiot. You don't even know the terms you're throwing around. Next thing you'll do is tell an eight year old kid that he's politically correct for going to a school sponsored trip to Washington D.C. :rolleyes:

I don't have to "let him deal with it" since I'm going to speak my mind - if you don't like this, you can simply leave and don't bother returning. If I really wanted attention, there's much better ways of doing it than writing replies on a forum.

Subject: FanMaps

Posted by [Deactivated](#) on Thu, 05 Feb 2004 14:43:57 GMT

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Aircraftkiller That was my first level over a two years ago. What's that comment supposed to mean?

That's your temperature of how you treat certain people.

Subject: FanMaps

Posted by [bigjoe14](#) on Thu, 05 Feb 2004 15:44:35 GMT

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Oh my God, ACK's first map is tied in with his attituded towards certain people. The enigma has be unravled!

Subject: FanMaps

Posted by [zunnie](#) on Thu, 05 Feb 2004 16:53:39 GMT

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omfg, will you all shutup already, i could not care less who made the maps as long as i like them lol.

[zunnie]

Subject: FanMaps
Posted by [Drlife202](#) on Thu, 05 Feb 2004 16:59:14 GMT
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Why is there always arguments? all zunnie was doing was advertising his server and telling people what maps he has in roatation.

Subject: FanMaps
Posted by [Deactivated](#) on Thu, 05 Feb 2004 17:12:40 GMT
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```
program AircraftkillerFlameModule
begin
If username Titan1x77=true then do flame
If username Titan1x77=false loop until username Titan1x77=true
end.
```

Subject: FanMaps
Posted by [DragonFg](#) on Thu, 05 Feb 2004 18:28:06 GMT
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Hey that reminds me...out of curiosity
That electicity looking thing with proxy mines in it, the one in the middle of Glacier Flying, what the crap is it?! lol

It looks sort of like the electricity thing on the repair pads. ACK said something about mines disappear because something to do with the how the repair pads, something, blah blah blah...so maybe the mines warp there when they are placed...

Subject: FanMaps
Posted by [Deactivated](#) on Thu, 05 Feb 2004 18:34:23 GMT
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In C&C_Tech_City the Repair Facility works perfectly. The animation plays over the pad instead of in center of the map and mines work as intended.

Subject: FanMaps
Posted by [DragonFg](#) on Thu, 05 Feb 2004 18:37:27 GMT
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Thank you SeaMan for answering my question about Glacier Flying.

Subject: FanMaps
Posted by [Alkaline](#) on Thu, 05 Feb 2004 19:16:38 GMT
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DrIife202Why is there always arguments? all zunnie was doing was advertising his server and telling people what maps he has in roatation.

had I done that people would have found way to bitch one way or the other...

Subject: FanMaps
Posted by [Alkaline](#) on Thu, 05 Feb 2004 19:17:29 GMT
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SeaManIn C&C_Tech_City the Repair Facility works perfectly. The animation plays over the pad instead of in center of the map and mines work as intended.

same is true for conquest winter, no floating electricity crap in the middle of the map.

Subject: FanMaps
Posted by [Aircraftkiller](#) on Thu, 05 Feb 2004 19:51:56 GMT
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It's there, you just don't see it. It's always at 0.00,0.00,0.00 on the coordinate system.

Subject: FanMaps
Posted by [IRON FART](#) on Thu, 05 Feb 2004 23:26:35 GMT
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AircraftKiller

I'd say that you have more of a problem if you can't figure out what you're writing...

I tried to break it down for you.....

My point is that nobody has to contribute anything to the community. Yet people like Titan for example get flamed by people like you because of a bunch of crap or quality of the maps. This also goes for people calling your maps rubbish etc.

Therefore, comments such as this...

AircraftKiller

I'd much rather play on a level based around a large clump of dog shit, than play some garbage you came up with.

...is way out of line especially when you offer no help to the general map makers in the community.

That is my point.

Quote:Are you done making a fool of yourself? If not, please continue, it's quite amusing to read.
Laughable

Subject: FanMaps

Posted by [Aircraftkiller](#) on Thu, 05 Feb 2004 23:42:16 GMT

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You didn't break down shit. The first thing you wrote was "well, I'm so much better than all of you, because I speak for everyone, somehow, and I say that they think you're stupid and that this is pointless, so listen to ME and stop doing it!"

That's exactly what you were saying.

There is nothing out of line here. If it were, Crimson would have locked the thread or deleted replies. Your opinion of what is "in line" is irrelevant.

And if you'd wake the fuck up, stop making assumptions, you'd see that I've spent a lot of my own time helping people learn.

http://www.cncden.com/ren_map_tutorial.shtml

Yeah, I didn't make that! And I didn't help SomeRhino, or NeoSaber, or anyone else who asked and wasn't an asshole! Nope, you got me there, I haven't done a damn thing for anyone else!

So take this comment "My point is that nobody has to contribute anything to the community" and repeat it to yourself as you read the above statement.

I don't have to contribute anything, yet I do.

So, once more, are you done making a fool of yourself?

Subject: FanMaps

Posted by [IRON FART](#) on Fri, 06 Feb 2004 00:06:00 GMT

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AircraftKiller

You didn't break down shit.

IRON-FART

I'll break it down so that 'one' can understand it a little better.

Quote:

That's exactly what you were saying.

I just told you what I was saying.

Quote:

You didn't break down shit. The first thing you wrote was "well, I'm so much better than all of you, because I speak for everyone, somehow, and I say that they think you're stupid and that this is pointless, so listen to ME and stop doing it!"

That's exactly what you were saying.

What are you smoking?

Have I ever said that you had not contributed to the community? I am well aware that you have made a map tutorial. I am well aware of all your maps. And I do know that you have helped some people.

Maybe you should read my last post again.

Quote:

Yet people like Titan for example get flamed by people like you because of a bunch of crap or quality of the maps.

AircraftKiller

So, once more, are you done making a fool of yourself?

Ack, you are funny.

Subject: FanMaps

Posted by [Aircraftkiller](#) on Fri, 06 Feb 2004 00:09:45 GMT

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Yeah, after the fact, what you "meant" to say is what you actually said... Save that for politics, you'd make a good Democrat.

Subject: FanMaps

Posted by [IRON FART](#) on Fri, 06 Feb 2004 00:12:43 GMT

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Whatever

Subject: FanMaps

Posted by [SuperFlyingEngi](#) on Fri, 06 Feb 2004 00:16:11 GMT

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AircraftkillerYeah, after the fact, what you "meant" to say is what you actually said... Save that for politics, you'd make a good Democrat.

That fact that IRON-FART is highly incoherent and can't make much sense doesn't make him a Democrat. It qualifies him as a prime candidate to be one of Rush Limbaugh's dittoheads.

Subject: FanMaps

Posted by [Aircraftkiller](#) on Fri, 06 Feb 2004 00:47:53 GMT

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More like a friend of Al Sharpton or Jesse Jackson.

Subject: FanMaps

Posted by [Crimson](#) on Fri, 06 Feb 2004 01:23:33 GMT

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Stop the political analogies or I will move this thread to the Politics/Hot Issues forum.

Subject: FanMaps

Posted by [sniper12345](#) on Fri, 06 Feb 2004 12:09:02 GMT

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AircraftkillerThanks for pointing that out, Captain Obvious!

But remember something, more people play it than complain, so that negates what you're saying. And it's DMIsles, not "dm_isles."

Thank you for the spelling correction.

Do you know why people play it? That's because you can't skip a map (or nobody knows how to start a vote), and most people do not want to leave the game just because of one map.

But compared to other maps, the amount of people leaving before DMIsles is far more.

Have you ever seen the chat logs during DMIsles?

Subject: FanMaps

Posted by [sniper12345](#) on Fri, 06 Feb 2004 12:10:20 GMT

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AircraftkillerIt's there, you just don't see it. It's always at 0.00,0.00,0.00 on the coordinate system.

So what difference is there to the player, it not being there and it being there but invisible?

Subject: FanMaps

Posted by [Deactivated](#) on Fri, 06 Feb 2004 12:40:40 GMT

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Subject: Re: FanMaps

Posted by [zunnie](#) on Fri, 06 Feb 2004 16:09:10 GMT

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zunnieRate these maps scale 1-10 where 1 is worst and 10 is best:

Make your post like this please:

Mapname1 = 6 <comment>

Mapname2 = 8 <comment>

Mapname3 = 7 <comment>

etcetc thanks:)

[zunnie]

[zunnie]

Subject: FanMaps

Posted by [Aircraftkiller](#) on Fri, 06 Feb 2004 16:12:27 GMT

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Guess what, SeaMan, I can make it do the same thing... It's just a visual effect, and it's obvious that it was forged, because he's either using the repair aggregates I modified for the first Glacier Flying version, which had that same effect (Gee, wonder why you didn't remember that), or he's just manually placing them there in LevelEdit.

The Repair Facility controller is problematic. It won't get fixed. That's all there is to it.

Subject: FanMaps

Posted by [Vomancha](#) on Fri, 06 Feb 2004 16:51:52 GMT

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C&C_Alpine - 3 - Scarily Bright, Tunnel network is biased towards GDI, the ability to walk on the wall is annoying, no real emphasis to attack base due to the narrow base entrances and the long time exposure to them.

C&C_Bio - 8 - Nice Map, one of the better fan maps. Doesnt have too many bugs, the light base defences work well.

C&C_BunkersTS - 9 - Good map, can become a bit of a gdi campfest. Would be better without the base defences since nod cant infantry rush while the guard towers are still there. Would also be better if nod had an apc as well as a recon.

C&C_FieldTS - 8 - I've never liked field, im not a particular fan of this map but its still a good map. gdi have a bit of an advantage due to being able to dodge the obi and get into ref and thus get to obi (usually). Tunnel network is a nicely implemented feature until some n00b mines every elevator and you get stuck underground.

C&C_Forgotten_Town - Never Played

C&C_Mars - 3 - Nod map through and through. the only real way for gdi to win is too take out both the hand and strip on first attack. Stanks and sbh are just too much of an advantage.

C&C_Ravine - Dont remember this one

C&C_SeasideCanyon - 2 - Super powerful base defences lead to camping, boring.

C&C_SeasideSunset - 9 - Good Map again, the mines at the back are cleverly implemented. The "advanced" spawn weapons are a bit too powerful and can arise in super powerful infantry. Light base defences work well, only quam is the fact the silo's stop working when you lose your ref.

C&C_Siege - 6 - gdi's ability to camp the pp or ref make this map quite boring. Bad placing of ref and pp mean they can be taken out in one go with nuke with the base defences still active due to a small trick that can be used. Also very annoying when you blow up the Nod harvester when its returning with tib cos you bought a tank. :/

C&C_Snow - 10 - When i tested this i never thought it would work for AOW on any large server. It plays amazingly well and actually requires a lot of teamwork to win. The infantry area in the middle and the tank area underneath make for a heated fight with constant action.

C&C_Tobruk - 5 - Strange map, if i remember rightly it has 2 base defences for each side. Havent played it much, but i didnt like the look of it.

C&C_Volcano_Flying - 2 - Strong Orca's/Apaches make this an apache/orca war. Its no fun.

Some ratings on the other maps mentioned.

High Noon 2 - 6 - Base defences lead to camping. Tends to be rather boring.

MetroTS - 9 - Lovely map, played Metro on AOW and its nice. MetroTS is Metro - the bugs. Ability to base camp though, albeit it with only 3 out of 6 mrls missiles.

GlacierTS - 8 - Nice map, although the ability for gdi to get to the nod pp is a bit annoying. Stank rush seems to win out a lot. Or gdi bridge camping.

Oasis Flying - 0 - Dont go into the tunnels. Fall into the blue abyss and crash renny. Not fun. If that doesnt happen then you'll get shot by some1 you cant even see.

Land - 4 - Bit too small really for any tank wars.

Sand & Gobi & any DM Map - 1 - Cant stand infantry only maps. The game was made to have tanks and infantry, not just infantry. I also like to be able to have the chance to kill the opposition base. On these theres no chance with anything greater than 2 people.

Subject: FanMaps

Posted by [gibberish](#) on Fri, 06 Feb 2004 18:58:16 GMT

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sniper12345AircraftkillerIt's there, you just don't see it. It's always at 0.00,0.00,0.00 on the coordinate system.

So what difference is there to the player, it not being there and it being there but invisible?

Wouldn't simply selecting the whole map and moving it up 100 meters have fixed the issue with the electric bolt appearing in the middle of the map ?

Subject: FanMaps

Posted by [Aircraftkiller](#) on Fri, 06 Feb 2004 19:58:21 GMT

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No, that would cause a lot more problems...

Subject: FanMaps

Posted by [Titan1x77](#) on Sat, 07 Feb 2004 01:42:09 GMT

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AircraftkillerGuess what, SeaMan, I can make it do the same thing... It's just a visual effect, and it's obvious that it was forged, because he's either using the repair aggregates I modified for the first Glacier Flying version, which had that same effect (Gee, wonder why you didn't remember that), or he's just manually placing them there in LevelEdit.

The Repair Facility controller is problematic. It won't get fixed. That's all there is to it.

Jon wil wrote a script for working repair pads...so it's fixed.

Subject: FanMaps
Posted by [Aircraftkiller](#) on Sat, 07 Feb 2004 02:46:53 GMT
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No, it isn't, because you didn't fucking read again, you just went "well Repair Facility controller must mean the scripts Jonathan Wilson made!"

The controller itself, the ACTUAL BUILDING CONTROLLER, is problematic.

The scripts he wrote are not, and they weren't his, they were from Dante originally.

Subject: FanMaps
Posted by [--oo00o00oo--](#) on Sat, 07 Feb 2004 07:56:17 GMT
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u on the rag acky? i bet u could argue with a wall, i know u would find something wrong with it. i wanna type more but i know it will fall on deaf ears. u and titan along with other mappers have good maps and bad maps.

Subject: FanMaps
Posted by [Aircraftkiller](#) on Sat, 07 Feb 2004 08:14:45 GMT
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The irony of that post is just hilarious...

Subject: FanMaps
Posted by [Deactivated](#) on Sat, 07 Feb 2004 09:56:45 GMT
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If the controller causes the animation to appear in middle of the map and makes c4 become invisible, how that doesn't happen in Tech City?

Subject: FanMaps

Posted by [Aircraftkiller](#) on Sat, 07 Feb 2004 18:12:06 GMT

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Because it only happens when you're in a multiplayer, non-LAN, game.
