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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Alkaline](#) on Mon, 08 Mar 2004 00:42:22 GMT

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In the newest version of BasinTs, there seems to be a problem with some people. It appears that some people can't see the ramp in the lower level of the conyard , it is invisible, they can't see it but they can climb it.

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Aircraftkiller](#) on Mon, 08 Mar 2004 03:04:35 GMT

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Well, if you'd stop putting my work into "map packs" you wouldn't have this problem.

The issue lies in C&C\_Basin.mix because of an older version of the Construction Yard being used. It overrides the version present in C&C\_BasinTS.mix up to the final version in C&C\_Country\_Meadow.mix because they all share the same W3D filename. Meadow uses a different W3D filename to circumvent this problem so it doesn't happen with that.

What you need to do is this:

Stop putting my work into "map packs." This is one large reason why I don't like my work being ripped apart and stuffed into something. Shit happens due to it.

Tell everyone to remove C&C\_Basin.mix from their Renegade\data directory.

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Alkaline](#) on Mon, 08 Mar 2004 03:49:09 GMT

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But, what if people want to play both basin and basinTS? Also map packs is great way to get maps, you should not say anything bad about map packs, they are good...

Besides all your readme files are inside. I think you need to find a work around to this because there is a conflict by having both of your versions of basin... Or maybe update basin to version 1.1

Also, any chance of adding TS versions of other westwood maps? E.g. Under, hourglass, mesa e.t.c. the field one is nice.

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Aircraftkiller](#) on Mon, 08 Mar 2004 04:25:34 GMT

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I'm not updating anything made for Renegade, I've officially stopped supporting it for an

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undetermined amount of time.

Map packs are not good in my opinion unless I authorize them and make sure everything special that needs to be done with them is laid out.

Nothing else for Renegade itself will get modified by me. Not for a very long time.

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Alkaline](#) on Mon, 08 Mar 2004 06:54:57 GMT

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Well,

I guess your answer to the basin problem is that you can't have both BasinTS and Basin in your dir or basinTS won't work...

Second, well you should go back and finish converting all the westwood maps into Ts, that would be cool... and then release a westwood TS map pack.. haha...

Anywayz, it would be nice if you could fix basinTs so it wouldn't have a conflict with the original basin... when you decide to come back that is.

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Madtone](#) on Mon, 08 Mar 2004 07:27:17 GMT

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You get on my nerves.. Might be off topic but shit just reading this pissed me off, just to listen to you.

oh wait... just found the ignore button.

Thank god!

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Aircraftkiller](#) on Mon, 08 Mar 2004 07:46:05 GMT

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Not fixing it. Not making TS versions of anything else.

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Blazer](#) on Mon, 08 Mar 2004 12:23:43 GMT

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AircraftkillerNothing else for Renegade itself will get modified by me. Not for a very long time.

:shocked:

Going to tell us why?

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [KIRBY098](#) on Mon, 08 Mar 2004 13:44:22 GMT

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This was unexpected.

:rolleyes:

Looks like you need a new mapmaker for Blackhand. At least for an "undetermined amount of time."

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Deactivated](#) on Mon, 08 Mar 2004 13:55:27 GMT

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BlazerAircraftkillerNothing else for Renegade itself will get modified by me. Not for a very long time.

:shocked:

Going to tell us why?

Because they are "TS".

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Aircraftkiller](#) on Mon, 08 Mar 2004 18:27:57 GMT

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KIRBY098This was unexpected.

:rolleyes:

Looks like you need a new mapmaker for Blackhand. At least for an "undetermined amount of time."

Our project is already Renegade Alert. Perhaps paying attention is in order?

Until something we're working on takes place, I have no need to work on anything specific to

Renegade.

I never said I wasn't working on anything else related with the game.

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [KIRBY098](#) on Mon, 08 Mar 2004 18:39:38 GMT

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AircraftkillerOur project is already Renegade Alert. Perhaps paying attention is in order?

Until something we're working on takes place, I have no need to work on anything specific to Renegade.

I never said I wasn't working on anything else related with the game.

Perhaps paying attention is in order. Blackhand is for Renegade not just Renalert.

Aircraftkiller wrote:

Nothing else for Renegade itself will get modified by me. Not for a very long time.

You managed to "confuse" one of your fellow teammates as well.

Guess he wasn't paying attention either.....

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Aircraftkiller](#) on Mon, 08 Mar 2004 19:06:13 GMT

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Obviously... When did you figure that one out? Black Hand Studios is a non-profit organization for the betterment of Renegade. You don't know what we're doing - commenting on it is an exercise in futility.

Blazer misunderstood me. So what? We're only human, you expect us to know everything we're all doing all the time?

Sometimes I have to get up from this workstation to eat, or go outside...

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Deactivated](#) on Mon, 08 Mar 2004 19:11:21 GMT

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C&C\_BasinTBS.

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [KIRBY098](#) on Mon, 08 Mar 2004 19:16:27 GMT

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AircraftkillerObviously... When did you figure that one out? Black Hand Studios is a non-profit organization for the betterment of Renegade. You don't know what we're doing - commenting on it is an exercise in futility.

Blazer misunderstood me. So what? We're only human, you expect us to know everything we're all doing all the time?

Sometimes I have to get up from this workstation to eat, or go outside...

The only exercise in futility here is trying to follow your flawed logic. If one of your senior members can't follow what the F you're talking about, why should anyone else.

If you provide half assed explanations for valid questions, you will continue getting questions. The really ironic part is how you treat people with valid questions as lesser beings when the fault for lack of explanation lies with you.

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Aircraftkiller](#) on Mon, 08 Mar 2004 19:26:06 GMT

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My logic is flawed? Explain how. Just because Blazer misunderstood me once doesn't mean there's lack of communication. How the fuck can you come up with anything remotely close to that conclusion when you're not even on the outside, looking in?

You aren't even asking questions. Everything you've written in this thread has been nothing but attempted insults or jabs at me.

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [KIRBY098](#) on Mon, 08 Mar 2004 19:53:53 GMT

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AircraftkillerMy logic is flawed? Explain how. Just because Blazer misunderstood me once doesn't mean there's lack of communication. How the fuck can you come up with anything remotely close to that conclusion when you're not even on the outside, looking in?

You aren't even asking questions. Everything you've written in this thread has been nothing but attempted insults or jabs at me.

Flawed logic:

1. Creating a map.

2. Creating a follow up with a file named the same as the previous version, despite being updated.
3. Making fun of people who value your work, and ask how to get your defect fixed, then telling them it's thier fault because they downloaded a mappack.

Those who draw attention to themselves, also draw criticism.

The proper response to this poster should have been:

"Yeah, sorry about that. I screwed up. What you need to do is delete, and re-download. Here's the site to get the correct version: <http://www.cncden.com/> "

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Aircraftkiller](#) on Mon, 08 Mar 2004 20:00:13 GMT

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That's not logic, that's action.

It isn't even flawed. When you take my work and intentionally put it together with something it wasn't meant to be with, problems may arise such as what he described.

I didn't screw up on this. It was his action of taking my work, bundling it together (Gee, wonder why they're all separate on C&C Den? :rolleyes: ), and distributing it without my permission or knowledge.

It's like saying that it's the fault of an alcohol company if you mix their alcohol together with chlorine and blow your arm off.

In other words, I'm not responsible for the actions of people who use my work or distribute it without my permission.

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Alkaline](#) on Tue, 09 Mar 2004 00:31:53 GMT

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Well, I have a question:

In your reademe for basinTs, you don't say you have to delete basin.mix fo the map to work.

So say you downloaded both basin.mix and basints.mix SEPERATELY, how is one supposed to know why the conyard in basinTS isn't showing up?

So map packs have nothing to do with this problem, there is a conflict with the map basinTs & Basin, that is all.

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [SuperFlyingEngi](#) on Tue, 09 Mar 2004 01:08:08 GMT

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I smell an irrelevant flame war...

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Aircraftkiller](#) on Tue, 09 Mar 2004 03:16:22 GMT

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Except your "map pack" only helps to compound the problem.

I've posted this before, a simple forum search on the issue would bring up about 20 different replies I've made over the last year saying that Basin causes issues and that it should be removed for Construction Yard enabled levels to work as they're intended to.

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Alkaline](#) on Tue, 09 Mar 2004 04:33:15 GMT

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How does map packs help to compound the problem? Map packs aren't causing the problem, its a conflict with the 2 maps! Like I said, you don't even bother to mention in your readme you should remove basin.mix if you want basinTS.mix to work properly. So the problem is not the map packs, its the conflict with the maps. The same problem would happen if someone downloaded the 2 maps individually.

map packs have nothing to do with, its not like I'm bundling both basin and basints together  
:rolleyes:

Anyway, BasinTs should be fixed like country meadows, but since your busy with renalert, your happy with glytchy release of basinTs...

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Subject: BasinTS, people can't see the ramp out of the conyard??

Posted by [Aircraftkiller](#) on Tue, 09 Mar 2004 06:24:12 GMT

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The way you've worded your posts has gave me the impression that you put Basin and BasinTS together.

BasinTS is fine. Basin is not. I'm not fixing Basin because BasinTS is the best version of Basin, and as such should be used over Basin.

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