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Subject: Re: Well, here's CaptKurt1's "Glacier AI" map - RI

Posted by [Captkurt](#) on Wed, 16 Apr 2003 22:35:13 GMT

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Aircraftkiller<http://www.n00bstories.com/image.gallery.php?folder=185>

The ONLY thing he did to my map was take some DSAPO stuff out and put in heightfield snowdrifts.

HOW CAN YOU HAVE SNOW IN PLACES WHERE IT DOESN'T HAVE SNOW FALLING?

HOW CAN YOU CALL THAT MAP HIS WHEN IT'S OBVIOUSLY GLACIER FLYING, RENAMED, WITH CRAPPY FPS IN A ONE PLAYER GAME! LOOK AT THE FPS, IT HITS 14 AND GOES BELOW.

of all, I did a comparison of FPS's with my map and your map. And mine was only a little lower then yours but you have to remember, I have AI, 8 of them to be exact. And if you really knew anything about what you were talking about, you'd know that. AI does slow down your FPS. And point 2, I did a lot more to this map then your vocalizing. But thanks for the support. And I

Pretty soon, thousands and many thousands will have my version. So thanks for your help, but no thanks. Just get used to it. Your not the only map per here, your just one that tries to take credit for others work, you did not build the models used in your version of Glacier Flying, you did not

on Ass/ck, come down to Earth, get out of your twilight zone.

Oh, and no where did I see and FPS of 14 or below after the game started, so get a faster chip set dude.

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