reckneya wrote on Fri, 06 April 2012 14:10Bfranx wrote on Fri, 06 April 2012 11:50Aircraftkiller wrote on Fri, 06 April 2012 10:30When I post my work as a work-in-progress, the model is not so far from the source material as to require a rework of the geometry to such an extent that it greatly affects the model's silhouette after I'm finished with it.

Similarly, if you were to develop a model of a watermelon that looked like a cantaloupe, calling it a work in progress is simply an obfuscation of the problem: you need to hire modelers that are worth their salt. When you ask for a certain type of object and get a similar but different one in its place, you're working with someone who needs attention to detail.

Almost immediately after joining he released this out of thin air, so my guess is he had already been working on it. He didn't really have any good sources for material, from what I understand, he worked by memory or from pictures on the EVA Database until i gave him a link to a gallery of resources. Regardless, I gave him a list of the things that needed to be corrected, and if needed, he'll have to re-work the entire model.

Criticism is always appreciated, thanks for the input.

reckneya wrote on Fri, 06 April 2012 11:35Aircraftkiller wrote on Fri, 06 April 2012 10:30When I post my work as a work-in-progress, the model is not so far from the source material as to require a rework of the geometry to such an extent that it greatly affects the model's silhouette after I'm finished with it.

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Let me predict his reply:

He already knows this. He's working on this. And you are not helping.

Please don't try to insinuate that you know someone unless you really do. This thread is for criticism, questions, and recruitment. Since your post is not in any of these categories, its off topic and does not belong here.

But if you have anything constructive to say, please do.

Polite as always,
~Bfranx

My post is exactly that, only you seem to be unable to understand the subtle message. Allow me to be blunt: You made a very poor choice to choose Renegade as the engine for this mod. This was said to you very early on, and all you have done is counter the commenters that addressed

this to you with comments in the sounds of "I already know that" - "I am already working on that" and such. You mod will have no player base once it is finished, taking into mind the chances that it will be finished are slim to say the least. The proof of how dead your mod actually is, is right there: the moddb gets absolutely no attention, your forum is as good as dead, and what little posts are there are almost all made by you. Your PR managing is completely missing, considering you're posting on a forum that pretty much rejected your mod concept (or better said; the lack of a concept - you have not provided anything substantial when it comes to the concept, only vague one liners) and still you persist in updating us. And when you update us, it's complete bullshit. Just look at your last update, this guard tower. As Aircrafkiller told you; that is not how a guard tower in C&C95 looks. You then comment back on him you know this, and are working on it, the guy who made it just came with this out of the blue. COME AGAIN?? Let me get this clear: Your aim is to make C&C TD mod for renegade to make it resemble it EXACTLY how it is, and when someone makes something, which is not that, you decide to post it as an update on your mod? What is the logic of this! The only thing this shows is your desperation to prove to a community that has already deemed your mod "dead" the is not dead. By posting things that are not going to be used as "updates" you only prove to us that your mod is in fact dead.

That's the criticism. Now let me give you some advice. It's been said many times before, but who knows, maybe you'll learn to understand what it means this time: Stop wasting your time. Your mod is a failure in the making. Make a PKG mod or something, it will be easier to do and quicker finished, and God knows it might get a player on a random Sunday evening. What you are doing now, is completely pointless.

Allow me to address your flawed criticism.

If you would actually look at the moddb page where in the description of the game it says "all on the beautiful Unreal Engine (UDK)." or, have been watching the mod before we switched to the Unreal engine a YEAR ago, then you would have known that we are not on the W3D engine. The switch was for the very reasons you gave. Unreal has a larger playerbase and community.

Also, you incorrectly state that the moddb is neglected, when in fact it's the most updated. Of course, the fact that you obviously have not been looking at it makes that point invalid to begin with. The forum is dead because we have no website designer anymore, we've had 3 different websites planned from 3 different designers, and out of all of them, the one we have now is the only one that had any real groundwork completed. The posts are made by me because its my job to post them.

Furthermore, if you would like a description of the game and it's goals, although i would hope anyone could understand the very simple concept behind it, I would be more than glad to enlighten you.

Yes, the update was made to prove that the mod is not dead, a refusal to die can either be desperation or determination. Though desperation would be ignorant, since the game is free to play, there are no possible gains.

Finally, your advice is anything but advisory, more of a pointless rant than anything. Your lack of understanding for the most basic reasons behind the game, what the game runs on, or how the

people behind it work, only proves that you reiterate points that are no longer true. The reasons behind this are your own and i wont concern myself with them.